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MAGAZINE!

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# ELECTRONIC GAMING MONTHLY

## EXCLUSIVE FALL PREVIEW!!

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OF HOT NEW HITS!!

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FANTASIA, BONK'S REVENGE,  
VAPOR TRAIL PLUS MORE!!

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BATMAN 2 -  
RETURN OF THE JOKER**

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July, 1991



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Game Console List 0700-715-011

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# ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



It's the ultimate in 16 bit punch and kick games!  
Final Fight? No! It's Streets of Rage by Sega!

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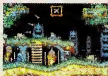
#### Behind the Screens

EGM visits the company that invented the PC Engine - Hudson of Japan.

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Looking for a new controller? Check out the newest sticks for your favorite system.



Super Ghouls and Ghosts for the S-NES! (Page 48)

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Ninja Gaiden 3! Check out the first U.S., in depth, coverage of this super soft!

### 106

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Sega rocks with new 16 bit super softs! Don't miss the only U.S. coverage of Streets of Rage. And more!

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Walk through the last four levels of the Caped Crusader's Genesis hit. Also, take a look at HAL's super sleeper mega hit Quantum Fighter.

#### COVER:

LJN will bring out a NES game based on the new movie Terminator 2 with Arnold Schwarzeneger.

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And seven year olds. And 22 year olds. And even the old-timers at Video Games & Computer Entertainment. Where they awarded Renovation Products with the Best Science-Fiction Video of 1990 for Whip Rush — one of seven heart-pounding titles currently released.

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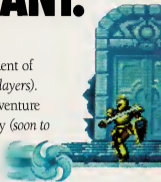
# NINEYEAROLDS WANT.



8	8
9	8
9	7
9	8

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**ELECTRONIC  
GAMING MONTHLY**  
**July, 1991**

**A SENDAI PUBLICATION**



**IT'S SHOWTIME..!**

**PUBLISHER, EDITOR-IN-CHIEF**

Steve Harris

**EDITOR**

Ed Semrad

**ASSISTANT EDITORS**

Ken Williams

Martin Alessi

Sushi-X

David White

Mike Riley

**STRATEGY CONSULTANTS**

U.S. National Video Game Team

**FOREIGN CORRESPONDENTS**

Robert Hoskin

Hideki Shikata

**LAYOUT AND PRODUCTION**

Direct Contact, Inc.

George Mac, Associate Art Director

Marty Kulkinski, Technical Director

John Stockhausen, Ad Coordinator

**CUSTOMER SERVICE**

(708) 647-7038

**NATIONAL ADVERTISING DIRECTOR**

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, Suite 630

Los Angeles, CA 90067

Brandon Harris, Account Executive

(213) 655-5513

**SENDAI PUBLICATIONS, INC.**

Steve Harris, President

Harvey Wasserman, Circulation Dir.

Steve Keen, Newsstand Dir.

Marilyn Berger, Circulation Manager

John Stanford, Manufacturing Dir.

Cindy Polus, Financial Dir.

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Electronic Gaming Monthly is published 12 times a year by Sendai Publications, Inc. Electronic Gaming Monthly subscription rates for U.S. \$23.95, Canada and Mexico \$34.95, and all others by air mail only: \$92.00. Single issue rates: \$3.95. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced without the expressed written permission of Sendai Publications, Inc. Copyright 1991, Sendai Publications, Inc. All rights reserved. All materials used in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA. Printed with pride!

Having just finished this issue, we now have a couple of calm days before things get hectic again when the Summer Consumer Electronics Show begins on June 1st here in Chicago. We're really looking forward to this one as the veil of secrecy will finally be lifted from the Super Nintendo. While the hardware is not a surprise, the whole country is going to be watching what Nintendo (and Sega and NEC) is going to do after the S-NES introduction. Nintendo expects to sell millions of systems and they are willing to back that claim with millions in advertising through the holidays. Knowing the power, market savvy, and track record of Nintendo, their forecasts could just become a reality. By the time the system comes out this fall, the first batch of software will be in place and the market will be ready. It sounds so easy. But that assumes the other players will just roll over and play dead.

Sega doesn't plan to give up. For the last year they have been working quite secretly on a line-up of new super softs. Where the S-NES programmers are just learning their system, the Sega people are starting to bring out the second generation of Genesis games. Sonic the Hedgehog, Fantasia and Streets of Rage are good examples of the new breed of games. For example, Streets of Rage walks all over Final Fight as it is a 2 player game, has more moves (21 vs 17), more weapons (6 vs 3), and more on-screen enemies (8 vs 5). It's not that the Genesis is better, rather, it's due to the skill of the programmer. Look for some spectacular carts this fall. Unfortunately the Genesis CD-ROM will not play a part in the new Nintendo vs Sega war as it is, at best, a 1992 product, but Sega will instead drop their system price to \$149. Expect them to do even more this fall.

And what about NEC? They have already lowered their system price to \$99. The CD-ROM is down to \$299. And they are continuing to push back the limits of CD-ROM full motion video technology. At CES they will demonstrate the potential of their NID (New Interactive Display) CD-ROM data compression technology. And in Japan they will show the next generation of their CD-ROM player. You can't count out NEC either.

So it's going to be a good show, and even a better holiday season with system prices the lowest ever and game quality the highest! I can't wait.

As a final note, all of us here at EGM would like to congratulate our Desert Storm troops on a job well done. We sincerely appreciate all that you did for us, and the free world. The risks you took, and sacrifices that you made can not be measured. We thank you for what you did. Should you, or any member of your family want to subscribe to any of our publications, we would like to offer that subscription at half price. Just send in the request on your unit's stationary and we will reduce the price by 50 percent. It's our way of saying thanks!

**Ed Semrad**  
**EDITOR**



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on your NES<sup>®</sup>, NES<sup>®</sup>, NES<sup>®</sup>.



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It's show time—  
courtesy of  
Me—the "Ghost  
with the most!"



How'd you  
like to help  
me scare  
those city

folks out of your house  
and their wits?

We'll soar through 8  
horrific levels (you're



gonna love the  
Afterlife Waiting  
Room) taking on

Killer Giant Beetles, Legs  
Without  
Heads and other  
grosesome



creatures. One wrong  
step... and you're food for  
the Sand Worm.

Here's a tip: Buy scares  
from the Recently  
Deceased Information  
Booth, they're your best

weapons. So, join  
me in the Neither-  
world... and make



my  
millennium!



**BAN  
DAI**

*The*

# ROCKETEER



The most exciting movie of the summer rockets onto the Nintendo scene. Experience all the breathtaking action of the hit movie with the new Rocketeer game for your NES. As Cliff Secord, you must thwart Nazi Agents, battle ruthless mobsters and rescue the gorgeous Jenny Blake from the hands of her desperate kidnapers. No small feat! But you have one trick up your sleeve; the top-secret rocketpack. There's no time to lose so strap on the rocketpack and become the incredible Rocketeer.

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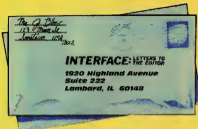
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# ETEEER





physicist named Willy Higinbotham. His work on a 'Pong' game dates back to 1958!! He had a working model and it was on demonstration for about two years at the Brookhaven National Laboratory. And for proof, his work is documented with a circuit schematic dated the same year. His tennis game was actually more sophisticated than that of the original Pong! Anyway, remember that name. The

details needed for your paper were sent out in early May, well before your deadline.)

### MORE S-NES GAMES!

You have the best magazine on the market. Your coverage of the Super NES is much better than other magazines. While others keep showing the same pictures of just a few S-NES games, your magazine is always showing us new pictures and keeping us updated on new releases. What's next? How about a page on Super Ghouls and Ghosts?

Eric Newberry  
Guntown, MS

(Ed. Thanks for the compliments Eric. As you have discovered, we here at EGM don't wait for the news to get to us, we go to where the news is made. That is Japan! We're there for every major trade show and the special Nintendo exhibition at the end of April was no exception! At this time we were able to play Super Ghouls and Ghosts and the pictures you wanted are on page 52!)



Super Ghouls and Ghosts - coming in November for the S-NES!

### THE JOKE'S ON US!!

After trying for the longest time to put the code in for the TMNT2 trick I finally figured it out.

The screen shots looked so real that I actually believed it. Wait a minute! If the trick isn't real, how did Simon's head get into the title screen? How did Simon's name get into the area where it shows your life and score? And how did Simon himself get into the screen beating up a Foot Soldier?

(Ed. Magic?)

P.S. Simon's head is actually TREVOR'S head from Dracula's Curse and your so-called Simon is actually Trevor. So if this is a joke, it looks like it is on you!

Robert D' Amico  
New Haven, CT

(Ed. Oops...!)



### A REAL TRICK!

I must congratulate you on another great issue. Issue 22 covered everything before the other mags, and with lots of info and pix to back it up. One question though. In issue 19 in your review of Gaiarsa you show the TOZ equipped with a T-Braster at its fullest level on the first level. How did you do it? Why don't you publish this trick?

Larry Townsend Jr.  
Middletown, CT

(Ed. No magic on that picture Larry, just a great trick our super sleuths discovered when we were working on our Gaiarsa Fact-File. We didn't publish it right away because we thought it would detract from the playability of the game, which wasn't even out at that time. When to release some of these great tricks is a problem we have to wrestle with here at EGM. To answer your question, check out our Tricks of the Trade section in this issue!)

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface: Letters to the Editor, Sendak Publications, 1930 Highland Avenue, Suite 222, Lombard, IL 60148.

### WHO INVENTED VIDEO GAMES?

Help!! I am working on a research paper and I am stuck. It is on the history of video games. I have been able to obtain info on all of the older systems and their games but I want to go back even further. That's my problem. I can't find any information on the history of video games. One source talks about Nolan Bushnell and another mentions Ralph Baer. Who are these people? Since you are the authority on video games can you help me? Hurry, the paper is due May 31.

Burt Ranton  
Boston, MA

(Ed. We are always happy to help someone who wants to learn more about the history of our industry, and thanks for turning to us for the info. There has been a lot of confusion about who invented the video game and other nonspecific nebulous terms like the 'father' of games, or the person who is 'recognized' as the originator of games, are widely used. We here at EGM have been researching this subject for over a year and the problem is getting proof to certain claims. We did it though! Forget about the people you mentioned. Their work first started as 'late' as 1967. Their work is good 'filler' for a paper but hardly what you would call proper 'research'.

As best as we can tell the real inventor of the video game (with solid proof to back it up) is an unknown

Enjoy  
Hudson

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## SUPER SONIC!!

Awesome! I have to have Sonic! Hurry up Sega, I can't wait! Adios Mario as here comes a real super hero. Any word on a Sonic 2?

Russell Hayes  
Clinton, MS

Let me start out by saying that your mag really does get better by the issue! Your Sonic issue was the best yet. I have to give you credit for really knowing how to pick the hits! I went back to your older issues (I have them all) and you pegged this one way back in issue 13! That's August 1990! Where were the other mags then? How ever you do it, keep it up.

Kurt Schaeffer  
New York, NY

Sega was right!...Genesis does what Nintendon't. Sonic looks fantastic in your May blow-out! The detail is unbelievable and I bet he plays as good as he looks! One question, why wasn't there a review crew evaluation in that issue?

Mark Powell  
Los Angeles, CA



Sonic is now 100% complete and on his way to the stores!

(Ed. This is just a sample of the dozens of letters we received about Sonic. We didn't Review Crew the game in the May issue because the game wasn't finished at that time. In fact as we go to press on this issue, Sega just got the game up to the 98% finished state. As we stated in previous issues, our Review Crew doesn't touch a game until it is at least at this level of completion. Many things get changed, both good and bad while in the 'raw' prototype stage. We insist that our numerical ratings be representative of what you will be buying.

That's the beauty of our three tier review system. We can do a fact file from a 60% finished game and still be first with the story. Later when the

game is done we can come back and Review Crew the game in its final form! Unlike other mags where they have to do everything in one shot and rate a game on a very incomplete version in order to be timely, we can give you numbers that are 'real'. Remember this when you compare ratings. Sonic 2...you bet! Would you believe Sonic 2.5 also!)

## TURBO EXPRESS PRICE HIKE!

You guys are really great! I think that the best thing about your mag is Quarterman and the Review Crew. I heard a rumor that NEC is raising the price of their Turbo Express from \$250 to \$300. Is this true? Why?

John Zontrergs  
Bergenfield, NJ

(Ed. Unfortunately what you heard is true. The current shipment of TE's will be \$299. Believe me, NEC agonized over this dilemma for some time. It was not an easy decision but, because the price NEC has to pay for the ultra high resolution screens went up, so must the unit price. There is one bright note though, the PC Engine GT (what the TE is called in Japan) lists for about \$350 over there!)

## GREAT INTERNATIONAL COVERAGE!!.

One of the reasons why I buy your magazine is for the International Outlook section. You are the only mag who devotes space to these games and this gives me an idea as to what to expect in the future. Your track record for picking soon to be U.S. releases is exceptional. You highlighted Batman, Gaiars, Shadow Dancer, Phantasy Star 3, Vermilion and many others months before their U.S. announcements. Good job! What's next?

Andrew Elington  
Nashville, TN

(Ed. Thanks for the words of encouragement. With so many of the great games coming from Japan we find going to their trade shows a great way to get a advance look at what is coming down the road. Hey, if nobody else wants to do it, so much better for us, and you!

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CIRCLE #181 ON READER SERVICE CARD.

## GENESIS ON RGB...!

I know you've talked about it before, but is there any way you can show us whether it really is worth investing the hundreds of dollars in setting our Genesis' up for RGB. You are the masters of photography and are known for your interest in hi-tech gaming so, how about it?

Pete Tager  
Charleston, SC

I have the Mega Drive and love the ability to play both the Japanese and U.S. Sega carts. What I want to know is if your RGB set-up for the Genesis will work for the Mega Drive?

Jackie Woo  
San Francisco, CA



**Highly magnified screen shots showing the difference between RGB and composite video output.**

*(Ed. Sure, we can do that! As you can see in the Don't Walk sign (from Batman), the RGB output is much 'cleaner' and each pixel is clearly defined. There is no color fringing or smear. Text is much easier to read, and the whole screen just looks better. For a complete article on this subject pick up a copy of our May/June issue of Mega Play. The output pin configuration on the Genesis is the same as that on the Mega Drive.)*

## DECEPTIVE PIX??

I just had a chance to see Sega's new Game Gear. The unit that was set up for play in the store had a different screen image than what I saw in their advertising in all the magazines. Sega, in their Game Gear ads, shows a game screen that is much clearer than what it actually is. How do they do it and why?

Josh Maxwell  
New York, NY

*(Ed. You're right, the screen image is different than that in the ads. But*

*Sega is not alone in this practice. Thumb through all the GameBoy ads and you will see the same thing. The GB pix are taken off special industrial 'Wide Boy' systems. The Game Gear photos are taken off similarly complex 'development' systems. The companies do this in order to be able to clearly show the details in the game.)*



**Mappy Land on the Game Gear development system.**

## THE NEWEST, & FIRST!

As a devoted Turbo and Genesis user, I just had to write to tell you how pleased I am with the complete coverage you have in your magazine. Your Turbo coverage is second to none! From what you've shown is the past few issues (Dead Moon, Yo Bro, Camp California, Talespin and others) I can't see why others are moaning about a lack of Turbo games. If you get them then anybody can, right? Since they don't cover new Turbo, can you tell us what is new? And what will happen with the games that Cinemaware was working on?

Frank Kahn  
Wheeling, WV

I would like to say you truly do have the best magazine. I have the Turbo, Nintendo and GameBoy and you have the best coverage so far! I was thinking about buying a PC Engine converter for my Turbo. Will it work or will it hurt the Turbo?

Shawn Gaynor  
Covington, KY

*(Ed. We're doing our best guys! We try to maintain good relations with all the game companies. That's part of my job - to keep in touch with everybody on a weekly basis. This way we*

*know immediately what's new, and because of our reputation, companies get us their hot titles first. As to the future of the TV Sports series, all is cool. Check out our super coverage of Andre Panza Kick Boxing, Champions Forever of Boxing, TV Sports Tennis and TV sports Hockey! Nobody else can even come close to this Turbo coverage!)*

## THE EGM RAP...!

Electronic Gaming Monthly Rules! Making other mags look like fools. Covering games, tips and tactics, Nintendo, Genesis and TurboGrafx. Showing us cartridges old and new, Ratings superb from the Review Crew. Sushi-X, Steve, Ed and Martin, Buying this mag, many take part in. EGM is updated with the latest, How does it feel to be the Greatest?

"Zero-32Bit M.C."  
El Paso, TX

*(Ed. Great job!)*

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**ABOUT OUR RATINGS:**

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

**S  
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E**

The top dog has been eagerly awaiting the CES to show off his game playing skills. Steve can't wait to get his hands on new games like Super R-Type on the SNES.

**E  
D**

Ed is working out in preparation for the CES and his trip to Japan afterwards. Will he be the first gamer to see the new Sega 16-Bit CD-ROM...you bet!!!

**M  
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Martin is getting himself limbered up for the CES by playing the most intense shooter he can find. To beat the new SNES games he's got to be ready.

**S  
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X**

The mysterious Sushi-X will be at the CES in disguise, trying to subvert the competition with his enhanced mind powers. Will he be recognized at the CES?

**Nintendo - LJN**

**Bill & Ted**

Type: Adv. Release: July  
Levels: NA Difficulty: Easy



"I THOUGHT BILL WAS MY EXCELLENT FRIEND. TED PROVED I WILL GO FOR THE BEST TO WIN! THIS IS MY SECRET IN LUMPENPROLET MOVEMENTS."

It's 1991, and the Wyld Stallions are preparing to go on a concert tour! Suddenly, Rufus shows up and explains how time thieves have disrupted the time continuum by placing historical figures in the wrong time line! If Bill and Ted don't rescue them, Wyld Stallions will never play in their concert! Most untriumphant! Bogus! Dial the number of your favorite historical babe or dude and get ready for the ride of your life!

What a most un-triumphant new RPG for the NES. Bill and Ted go on a journey that is quite un-excellent, and although the digitized graphics of the wild ones are done well, the rest of the game play is quite heinous. While the intentions are good, Bill and Ted is bogus, bogus, bogus.

Bill and Ted is a strange type of game. It's not quite a quest game, nor is it an action game. Finding misplaced people is unusual but interesting. The circuit screen is too hard and frustrating. But once in the proper world the game got better. It just seemed too complex of a game.

Bill and Ted is a major disappointment. A total flop from beginning to end. The graphics are heinous and the sound effects are most annoying. The worst thing in the game is the horrible game play that makes it very non-fun to play. This game is far from being excellent. Most upsetting.

Bogus! The graphics and play control are most undesirable for the present game at hand. Dude! How should LJN ever decide to dismantle these gnarly tunes. The overall irritation factor may allow this movie-tile cart to slide up to a 4. In the meantime, Bill and Ted are flunking most heinously.

**Nintendo - Tradewest**

**High Speed**

Type: Pinball Release: July  
Levels: NA Difficulty: Mod.



Based on the popular Williams pinball machine, High Speed takes pinball action in a new direction. All of the original goals and bumper placements are intact, but Tradewest has added a few new tricks up their sleeve. Ball-hogging power surges, safehouses, and multiball play combine to make High Speed one of the toughest pinball simulations to beat to date. Also included are inventive bonus stages!

If you already have Pin-Bot, then you'll know exactly what to expect from High Speed. The set-up is the same, only with a new playfield and the inclusion of some new bonus rounds. The game gets good but the play is a little frustrating when the game quits becoming a pinball title.

I like pinball games and this one is a good representation of the classic. There are a lot of good features not found on other flippers, and I especially liked the bonus levels. There is always something to shoot for and the enemies are a nice touch to make it play harder.

Based on the pinball of the same name, High Speed is a pretty cool game. While it seems like a PinBot clone there are new features and some pretty cool graphics. The music isn't nearly as good as the coin-op. Not too bad, but not spectacular.

Hot on the trail of cool, clean, pinball fun? If so, here's another addition to Nintendo's lineup of pinball conversions. It might have been almost innovative if it wasn't a translation of an old pinball machine. The music is bad, but the gameplay is sharp. Nothing special here.

# TRAX



Zaniest bunch of enemies ever! And they said it could only happen on big screen! It's a head-to-head battle through the Gaslands, the Desert Base, and the Cave Base on your way to the Capitol City and the Master Tank Maker himself!

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## Nintendo - Acclaim Smash TV

Type: Action Release: July  
Levels: NA Difficulty: Ave.



Translated directly from the spectacular coin-op, Smash TV offered a new kind of survival game, one of reflexes, nerves, strength, and cunning. Only the best of the best will survive the hair-raising rounds of action as muggers and booby-trapped robots attempt to blow you from the face of the universe! Fight back with the multitude of weapons and basic survival gear available to the hardy contestant.

The quarter-muncher is great, but this version just doesn't do it justice. The graphics are good and micro-scopical it's not bad, but it's not that good, either. The game plays better with two controllers, or four in the two player game.

Even though there were some compromises from the arcade game, Smash TV is a game that requires great control to progress far enough into the game. As a two player game with four controllers, Smash is a blast. To me that is the only way to play it as it's too hard alone.

Smash TV is a pretty good translation of the arcade hit. My main complaint is that the graphics seem like they've been struck down to micro-scopical size. This game play is almost intact, using 2 pads gives it better control. A good 2 player game, if you have 4 controllers.

Get out the magnifying glass! I can hardly see those characters and items! If Smash TV weren't so crunched on the small screen, it has the play control of a seven. Alas, tiny it was born and tiny it shall live. The translation might look better on the Genesis or SFX. How 'bout it guys??

## Nintendo - Ultra Base Wars

Type: Sport Release: Now  
Levels: NA Difficulty: Ave.



Baseball takes on a whole new meaning when the athletes are cybernetic warriors. These robots aren't programmed to knit, either! In this game there are no force outs. To earn the right to have a base, you must fight it out with the defense, winner take all! Super speed pitches, maximum control changeups, and even an out of orbit satellite dish are featured within the boundaries of Base Wars.

Base Wars is the Cyberball of baseball, offering up robots of all kinds in a souped-up version of our favorite pastime. Both the one and two-player version highlight great pitching and batting action, fantastic graphics and some of the best sports action you'll ever find.

Wow! Now this is a game which even 'normal' baseball fans can get into. While deceptive at first glance, if you give it a try it will grow on you. With lots of different exciting features, no two games are ever the same. The parts shop is a nice touch but for the full effect try the pennant race!

Base Wars is awesome! My first impression was that it was a baseball/Cyberball spin. After playing it for 5 minutes, I was hooked. Great graphics and addictive game play combined with totally fresh theme make this one of the best sports games I've ever played!

It's Cyberball in a baseball stadium! About time! This concept is nothing new, but it is executed with extreme precision and style. Toss it from me, with all those sturdy baseball simulators out there, this art is a breath of fresh air. You'll be rolling in your seats when you fight for a base!

## Nintendo - Natsume S.C.A.T.

Type: Action Release: Now  
Levels: 8 Difficulty: Ave.



SCAT, the Special Cybernetic Attack Team. A huge comet is hurtling straight for our solar system. But this is no ordinary intergalactic object in reality, it's a super secret alien command vessel on a mission of destruction. It's target: the planet Earth! The only hope of Terra is the military's elite corps of specially trained robotic-assisted heavy-weights known as S.C.A.T. Should they fail mankind will be lost!

S.C.A.T. takes the basic theme from Forgotten Worlds and throws it onto the NES! The action is intense, and the game only suffers from a lack of visual clarity caused by some flicker when too much is going on. Still, it's a nice addition to the library and a good example of a good NES game.

Long, hard and intense shooters don't come along very often. This is one of the few that did and is for experts only. The graphics are exceptional and come off very well on the NES. Smooth scrolling and great game play help make this better than average. I like it!

Another great title from the guys at Natsume! S.C.A.T. has enough originality and new concepts to breath life into the old shooter theme. Incredible graphics, sound, and game play. Sort of like a scaled down version of Forgotten Worlds. Very good for the NES.

Neat concept, good tunes, great control, and graphics that lack a little smoothness around the edges make a game called S.C.A.T. If the graphics had been better, it would have rated an eight for sure. Check up another coin! Natsume game for the makers of Shadow of Nirva.

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## Nintendo - Konami Bill Elliot's Nascar Challenge

Type: Sport Release: July  
Levels: NA Difficulty: Easy



Can you handle the challenge? Bill Elliot's Nascar Challenge allows you to custom design your own racing vehicle and race with the pros. Watch as the mechanics rush to install that brand new transmission you've been waiting for, then bust out of the pits ready to rock-and-roll! Experience the hair-pin turns, high-resolution graphics, and realistic feel of the one and only Bill Nascar Challenge.

Bill Elliot is delivered in a NASCAR racing game that has a few good effects but never manages to wrap them together with good technique. The car racing action never really gets up to speed, and whenever things start to heat up something seems to make the action stall.

BENC is a spectacular stock car racing game. It is much more involved than the typical Grand Prix type racing game and therefore isn't for everyone. But if you have the patience to savor the small changes to the car set-up to squeeze the most performance possible then go for it!

BENC is a sorry excuse for a driving game. While it may be endorsed by a big name racer, the game lacks any good features that would make it a hit. The graphics are extremely cheesy, and its controls very poorly. Not what I would expect from the guys at Konami.

Come on, what is this, a reversion to Atari 2600 programming? The pit stop scenes are fun to watch and the animation and graphics here are sharp, crisp, and clear...But here you only! Once you begin to drive, you begin to feel as though you are playing Pole Position for the 2600. NO!!!

## Turbografx 16 - NEC J.B. Harold

Type: CD Release: Aug.  
Levels: NA Difficulty: Ave.



"I'm Fred Robbins. After my brother died, his wife Janet went to stay with her parents. I'm house sitting for her."

If you're looking for a murder case to solve, then NEC's CD-ROM Murder Club is one place to start. In this Turbo CD game, you play the part of J.B., the Sam Spade style detective, and visit numerous locations and interact with a variety of suspects. While text appears in the lower portion of the screen, voice accompanies the text. Music and sound effects are also present in this professional production.

JB Harold shares the same type of murder mystery that Sherlock Holmes enjoyed, with a format that is slightly easier to follow. There are some nice digitized photos, but after seeing the outstanding animation in Sherlock, this game just doesn't compare. For hard-core fans only!

Another great example as to where video games are going. With the CD medium mysteries can get long and involved as this one does. Take lots of notes, as the casual player the amount of information increases very rapidly as you progress farther into the game. I love it!

J.B. Harold is a cool game along the lines of Sherlock Holmes. It doesn't have the cool video animations, but it does have brilliant human voices throughout the whole mystery. The game isn't that difficult to solve and it really isn't anything spectacular. Nice musical score!

Cool breeze... J.B. Harold must be THE coolest cat in town! This is the type of mystery I wanted to see on the Sherlock Holmes CD. This sucker uses 50-odd hours of playing time and plenty of brainstorming before you can come close to solving the crime! Superior, but only one quest.

## Genesis - Treco Street Smart

Type: Action Release: Now  
Levels: 9 Difficulty: Mod.



Chop! Kick! Slam! Street Smart from Treco will send you reeling! Using state of the art technology, Treco utilizes the high tech graphics and sounds of the Genesis to create a nine-level slugfest translated from the coin-op original. All of the moves are retained from the coin-op, as well as both hero character and their specialized attacks. Do you think you can take on Mr. Big in his penthouse? Good Luck!

Here's a game that tries to be Final Fight for the Genesis. It has a nice look and feel to it, but the diversity in the rounds and the opponents you face isn't great enough to keep it from becoming repetitive. There are some nice touches, but most of this has been done better before.

Street Smart is an all right fighting game. The background graphics are quite detailed but these just aren't enough moves to keep me interested. I found that by using just the basic moves you can still win. More variety and harder opponents would be good.

Street Smart is a clone of Fighting Street. The moves are practically the same and game looks very similar. The graphics are detailed but the animation could have been a little smoother. The game as a whole is not very challenging and in the end is quite a disappointment.

Not bad Treco, I'll give you credit to trying. If only the player control hadn't been horrible. Street Smart would have earned a solid seven or maybe an eight! The graphics are excellent and the music is above average. This will be a good one for fighting fans, but watch out! It's totally easy to win.

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## Genesis - Sega Sonic the Hedgehog

Type: Action Release: July  
Levels: 6 Difficulty: Ave.



You're a hedgehog with a mission, a super hero capable of performing incredible feats! Become the one and only Sonic the Hedgehog, Sega's latest character creation who's out to deliver some of the brightest, boldest, and most exciting action you'll ever see on the Genesis! Explore six levels of play, each with three huge stages filled to the brim with action, animation and total challenge!

Definitely, without a doubt, positively the most incredible action game ever created for the Genesis! Incredible speed, plenty of technique and more than enough challenge await our super sonic hero as he collects rings and discovers hidden rooms. Excellent, excellent, excellent!

Sonic is the best game ever to come to the Genesis. It is challenging but never to the point of frustration. Sonic's speed is second to none and the best part is when he turns into a pinball. Lots of secret rooms to keep you searching while progressing through the game. Spectacular!

The Genesis has been hit by a sonic boom. He faster than anything you've ever seen. If you thought the Enterprise was quick, wait till you see Sonic at warp speed. This game is absolutely *unbeatable*. If you don't buy it it's because you don't have a Genesis...yet.

Super Sonic, Super Sonic... Sonic is Super all right! The Genesis shouldn't be able to get Nintendo's 16-banger to shame so early in the contest. Nothing compares to Sonic in every category: music, graphics, animation, theme, and control! To top it all off, Sonic even has an attitude!!

## Genesis - Sega 688 Attack Sub

Type: Simul. Release: July  
Levels: NA Difficulty: Easy



Up periscope! You are the brilliant commander of a heavily-armed, nuclear submarine. Highly detailed subscreens monitor speed, depth, bearing, course, and X-Y coordinates. Check with your radio to find out what mission beholds you today. Afterwards, scout your targets and plan a strategy for their destruction! One hit, though, and you're sunk! This is a very real combat simulation for would-be captains of all ages.

Not bad for a simulation, I guess. Graphics and sound are excellent, but the level of excitement isn't. Graphics aren't enough to recommend this one. This is a sleep-inducer if you aren't really into this sort of game. If you aren't, stay away from this one.

I guess if you like simulations then 688 is something worth buying. I, for one, was not terribly excited after playing 688 for a while. But then again, RPGs are more my speed. The graphics are better than average as is the sound but this is just another computer game on chips.

688 is a good simulation of submarine warfare and the graphics and sounds are very well done. If you're into these types of games it's definitely worth getting. This is a simulation. This is a simulation on Genesis. ANY QUESTIONS?

Blah, blah, blah...Huh?? Caught me sluffing off. The problem with 688 is the lack of EXCITEMENT, a new word to some people! Graphically, 688 is superb and the digitized voices are well done, but unfortunately, these factors alone cannot save a game from the depth charge...

## Gameboy - Ocean Navy Seals

Type: Action Release: July  
Levels: NA Difficulty: Mod.



Americans are being held hostage behind enemy lines, and their only hope is you and the Navy Seals, a group of soldiers specially trained in terrorist activities and how to counteract them. You must lead your squad through the flames and armadas of enemy troops to reach your destination. Just remember, throughout your mission, the hostages are waiting for their rescue. May justice and liberty prevail!

This game is about as much fun as the movie on which it's based, which doesn't say a whole lot. The action is very basic and while not exactly bad, it just doesn't do much to get you excited. The graphics are fine, but with little game play or technique, this ends up being a wasted effort.

Navy Seals is an average game. It takes the standard plot and does everything as an average game should. The graphics are good and the quest does get harder as you progress further into the game. But overall, it is just average.

Navy Seals is a game that tried to make it by using the title of a popular movie. The same lacks any real substance, the graphics are standard and the game play is horrible. There are better action games out there for GB, as far as I'm concerned, throw Navy Seals a fish.

Why?? The movie wasn't all that exciting, so how could anyone expect a killer cart? Well, Ocean tried but dove in the deep and with a full stomach and ended up sinking to the bottom. Navy Seals is a new version of Rolling Thunder that fails to excite the imagination or anything else.



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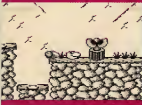
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## Gameboy - Tradewest Sneaky Snakes

Type: Action Release: July  
Levels: NA Difficulty: Ave.



Sonia Snake's in trouble! The nasty Nibbler has hobbled her and is keeping her captive in his Nibbly Nest! Only Atilla and Genghis, the Sneaky Snakes, can save her now! Slither your way through 16 serpentine levels and nibble enough Nibbles to ring the bell and open the door to the next nibbleacious landscapel Sneaky Snake also has a unique two player simultaneous mode for friends!

Sneaky Snake is a very different kind of scrolling action game. You control a multi-linked serpent on a quest to reach a variety of locations as intact as possible. The sprite is awkward, with a zero-grav effort that leaves you flying in the air. The graphics are fine, but no real game here.

Sneaky Snake is an interesting game and one which is good for the small screen. While it's only the first few rounds, there just wasn't enough variety to hold a persons interest. The tongue scanner help but not enough for the older player. It's meant more for the young.

Sneaky Snake is an original idea for a video game. Both the a GB version of Snake, Snake vs Roll. The game is fun to play but gets too repetitious after a few hours go by. A good game for the one could be great if more techniques and new ideas were involved.

Average, average, average... Nobody wants to make fun games anymore! A fun game should be pleasing to the eyes, ears, hands, and brain. Sneaky Snakes might be visually stimulating, it ticks the rest of the positive traits that truly rates an exceptional game.

## Lynx - Atari Warbirds

Type: Flight Release: Now  
Levels: NA Difficulty: Ave.



It's World War I and you are the newest pilot in the Air Force. Your eyes bug out as you are led to your airplane, an awesome biplane straight from the factory assembly-line! Suddenly, you hear the crackle of enemy fire and the hiss of a dying plane engine. The time has come to put your training to the test, to find out what you're really made of. It's time to see if you can join the Warbirds!

Warbirds is surprisingly good. It gives a good example of what the Lynx is capable of game-wise. This is a refreshing change of pace. Sure, it's an airplane flying game, but it's biplanes, and that makes all the difference. Nice job all around.

Warbirds has a lot of great features built into the game. It does them all very well which is a tribute to the hardware. The only problem is that these great games are too few and too far between. Definitely a winner and one that should be purchased.

Warbirds is a neat game for the Lynx, mainly because it shows off what the hardware can do. There are lots of effects that can't be done on any other portable, but the game is boring after the graphics wears off. Fans of Blue Lightning will like it, but I still like BL better.

Hey, guys, it's a fun game! How about that! The polygon graphics are cool, and the control is really stable. The options are tremendous, and the feeling of rushing toward your doom while in a ninety degree dive is realistic and can cause minor heart attacks in older folk (Just kidding!).

## Lynx - Atari Ninja Gaiden

Type: Action Release: July  
Levels: 5 Difficulty: Ave.



Ninja Gaiden on the Atari Lynx is a direct translation from the original coinop arcade classic. All of the original moves are retained, as well as the enemies, round bosses, cinema displays, and powerups! Learn to master the various techniques like the off the wall jump and the over the shoulder flip throw. Follow Hiryu through all 5 levels as he attempts to rid New York of an evil crime syndicate.

An excellent conversion of an excellent game. Ninja Gaiden hits the mark on all counts. There are lots of good moves and the scrolling is very smooth. Like Warbirds, this shows what the Lynx is capable of, even with its small screen. One of the best Lynx games produced.

Ninja Gaiden on the Lynx is probably the best version that side of the original arcade game. It also has the smoothest scrolling and best animation of all the Lynx titles. Very intense action for the small screen and not a cakewalk as some of the other games were.

Ninja Gaiden is very impressive. The animation, graphics, and game play are all there. It is the best translation of the arcade game. Lots of moves and a ton of enemies to use them on. The sound comes up a little work. Ninja Gaiden is definitely one of the best game for the Lynx.

Nice job, dudes! The Ninja Gaiden coinop never looked better! Maybe a little. Anyway, it's still a marvelous job done bringing home one of the most popular screen games of all time. How they got it into a little Atari Lynx card is beyond me! Keep 'em comin'.

SEGA  
GENESIS  
MULTIMEDIA

# Wings of Wor™

Never before has there been a game so eerie as Wings of Wor!

You are "Wor", a winged soldier summoned to destroy the evil creatures of Iccus. You must soar through six Iccus domains including the Death Cavern, Ghost Waters, Castle of Fear, Hallway of Hayoc, Mutant Bloodstream, and finally high above the clouds. You will come face to face with giant boss enemies that are so gruesome you can't bear to look at them. But be strong and continue on, your people are counting on you.



**WARNING:** Avoid eating before playing this game

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CIRCLE #191 ON READER SERVICE CARD

# ELECTRONIC GAMING MONTH

## THE GAMES OF JULY 1991...

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW:

### NINTENDO

#### **Battletoads**

Tradewest - Action

#### **Bill & Ted's Excellent Adventure**

LJN - Action

#### **Castellan**

Triffix - Action

#### **Family Feud**

Gametek - Family Fun

#### **Harlem Globetrotters**

Gametek - Sports

#### **Jeopardy**

Gametek - Family Fun

#### **Lone Ranger**

Konami - Action

#### **Mutant Virus**

American Softworks - Action

#### **Rainbow Island**

Taito - Action

#### **Vice - Project Doom**

American Sammy - Action

#### **Wheel of Fortune 2**

Gametek - Family Fun

### GENESIS

#### **688 Attack Sub**

Sega - Simulation

#### **Arcus Odyssey**

Renovation - Action/Adv

#### **Dino Land**

Renovation - Pinball

#### **Fantasia**

Sega - Action

#### **Onslaught**

Accolade - Action

#### **Phantasy Star 3**

Sega - RPG

#### **Street Smart**

Treco - Action

#### **Twin Cobra**

Sega - Action

#### **Turrican**

Accolade - Action

#### **Ultimate Qix**

Taito - Puzzle

# EXTRA! EXTRA!

## Vic Tokai Salutes The Heroes of Operation Desert Storm

Vic Tokai Inc. would like to salute all the men and women who were part of Operation Desert Storm. We received many letters from soldiers telling us how much they enjoyed Nintendo, especially Game Boy. Most servicemen found the Light Boy to be a "lifesaver" for all those endless nights in the middle of the desert.

Vic Tokai wants to say a big thank you to everyone who fought in the Persian Gulf. Your bravery touched the hearts of Americans everywhere. Welcome Home!

Licensed to play on



Nintendo and Game Boy are trademarks of Nintendo of America Inc. Light Boy is a trademark of Nintendo of America Inc. Licensed exclusively to Vic Tokai Inc. 29954 Lockness Ave. Torrance, CA 90501 (213) 329-8880

The information listed above was supplied by each of the

# V & VIC TOKAI INC. PRESENT...

APPEARING IN LOCAL STORES NOW!

## TURBOGRAFX

*TaleSpin*  
NEC - Action

*TV Sports Basketball*  
NEC - Sports

## MASTER SYSTEM

## GAMEBOY

*Battle Unit Zeoth*  
Jaleco - Action

*Fastest Lap*  
NTVIC - Simulation

*Fortified Zone*  
Jaleco - Action

*Info Genius*  
Gametek - Educational

*Navy Seals*  
Ocean - Action

*The Punisher*  
Acclaim - Action

*Spud's Adventure*  
Altus - Adventure

## LYNX

## GAME GEAR

## NEO-GEO

# READ ALL ABOUT IT!

COMING SOON!

## AEROSTAR

World War VI left the Earth desolate and uninhabitable. Many years later, the Intergalactic Council discovered the Earth could once again be populated, and people returned to rebuild their lives.

Unknown to them, mutant forces had gone undetected, and are now wreaking havoc on the defenseless humans. Fearing the total extermination of the Earth, the Intergalactic Council has deployed AEROSTAR™, the most powerful fighter ever built. This state-of-the-art vehicle of destruction is Earth's only hope for salvation, but is useless without the right pilot....



# GAMING GOSSIP

...Sega Genesis Price Drop...Sonic the Hedgehog Moving In...Super Mario to be Packed in the Super NES...  
...TMNT 3 Coming Soon For NES, Super NES and Arcades...Bonk Update...\$1,000,000 Contest on NES...

...Howdy game fans, it's me, the big stick, Quatermann, the only video game guru that doesn't spell his name backwards! I've worked long and hard this week, kiddies, and the gossip you'll get is first rate so let the games begin...Just as the Q-Mann prophesized, Sega is deep sixing the price of their 16-Bit Genesis as the first counter-measure against Nintendo's introduction of the Super NES. You didn't have to be Quatermann to realize Sega would make this kind of move, but the 16-Bit leader is also rumored to be launching a second volley of nukes at the big 'N' by packing their latest and greatest super-hero, Sonic the Hedgehog, into the box! The price change will take effect on June 1 and could possibly include a special coupon for Sonic, with a totally redesigned box for the fall! Quatermann approves, but this move won't win the war, you need something more Sega...Like CD-ROM! Sega will definitely have the upper-hand against their rival on this court as well, with a disc player that will fit into the right price range. Be sure to look to EGM next month for the first pix of this most triumphant new machine...

...In the Nintendo camp, the decision has been made to place Mario in charge of leading their 16-Bitter's move into the market. Super Mario World, the awesome 16-Bit Super Mario adventure that the head ed terminated on the last page of EGM's June issue, will come in each and every box! The head honchos are playing every card to prove that the Super NES is what Genesis'...Did you ever wonder why irony is so ironic?...The Turtles are headed towards the NES once again! Although the Q-Meister has only gotten a brief glimpse of the shape of turtles to come, I can say that the game has the awesome scrolling adventure of part two melded with the character-swapping of the original...You want 16-Bit turtles? Don't look towards the Genesis just yet, because Konami is cooking up plans to serve the Heroes on a Half Shell on the Super NES! The game won't be based on the existing 8-Bit turtle games or the coin-op either. The 16-Bitter will borrow from the upcoming arcade sequel to Teenage Mutant Ninja Turtles! Cowabunga...Look inside this issue for the exclusive on Ninja Gai Den-Part Three! Q-Mann rates the game a blast, with Ryu taking on a mob of mechanical mobsters in a cart subtitled "The Ancient Ship of Doom"...

...New action over at NEC includes the company's recently announced price chop and move towards digitally-compressed video images on CD. A special peripheral, to interface with the existing Turbo CD-ROM, will deliver some tasty full-screen, full-motion video images very soon. A prototype of the unit is rumored to be making an appearance at the Summer CES! Stay tuned, Quatermanniacs, Mr. Q will bring you the straight scoop on this sizzle next issue...In other Turbo news, the company is hard at work at following up Bonk's Revenge and the Bonk 3 graphic adventure that EGM previewed last issue. Look forward to Bonk 4, another scrolling adventure game, as well as Bonk 5, a prehistoric shooter with lots of firepower and dino targets...

...Don't look for Atari to be introducing any revolutionary product in the months to come! Although the original game company has a full plate of projects that range from a new version of the Lynx to a 16-Bit console that's armed with rotation and scaling, the head honchos are electing not to display at the CES. Could this development mean Atari is scaling back? With a wide variety of games under development for the Lynx, your's truly expects to see some great things to come from the leading name in color portables...Another hit video game personality that's taking his third turn on the Nintendo is none other than the mighty Kuros from Acclaim's hyper radical Wizards and Warriors series! Game play is rumored to be expanded even more with our powerful hero on a new quest to stop evil! Can't wait...Look forward to a special \$1,000,000 contest coming to the Nintendo system from the maker of Miracles, American Softworks. Their special contest, which will be developed for their upcoming Treasure Master title, a cart with some super secret passcodes that will be unveiled on television this coming March! You can bet the Quatermann will be entering and, ha, ha, ha, walking away with the loot!...Be a killing machine in LJN's upcoming Terminator 2 - Judgement Day game! I've received a sneak peek of the new super hot game and it looks like it may be a winner...That's it for now, remember to remain true to Mr. Q...

**- QUATERMANN**

# THANK YOU!!



## **ELECTRONIC GAMING & SETA MONTHLY**

*Welcome home our troops  
and extend a proud salute  
to the men and women  
of our armed forces.*

*Your loyalty to duty  
and unselfish bravery  
have triumphed to make  
the entire world a  
better place...*







### King of Cezire

"I have to go get the King of Cezire for the most complete, complete simulation I've seen. Am checking into how long it's been in the market. It's hot!"  
—*Video Games & Computer Entertainment*

### Last Alert!

"I wish someone had programmed me and mine. I had that in a very good CD game. I wish someone had programmed me and mine. I had that in a very good CD game. I wish someone had programmed me and mine. I had that in a very good CD game."

—*Electronic Gaming Monthly*

### Legendary Axe

**1993 Video Game of the Year**  
—*Video Games & Computer Entertainment Magazine*

"Legendary Axe has a life of its own, looks like a real winner, plays like one of the high quality ones and it's really, really fun. The combination of two elements brought this game into existence in the first place. It's a real winner." —*Video Games & Computer Entertainment*

### Legendary Axe II

"Legendary Axe II is a quick, solid, packed, and enjoyable."  
—*Game Player's*

### Military Madness

**1993 Best Military Strategy Game Award**  
—*Video Games & Computer Entertainment Magazine*

**1993 Best War Game Award**  
—*Game Player's Magazine*

"Military Madness is an excellent introduction to war games. It's extremely playful and always fun, and it does it all by being the most complete war game currently available. If you're looking for a combination of getting enjoyment out of your 'hardcore' war but still retaining a sense of fun, this is the game for you."  
—*Game Player's*

"Military Madness is a game that just plays so well and is so enjoyable that you can't stop playing. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### Monster Lair

**1993 Best Shooter Game**  
—*Game Player's Magazine*

"Monster Lair is a fast and addictive game that's even more fun when played by two people. Although the game is CD, the sound is worth the extra cost. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### Moto Racer

"It's the best racing game on any platform for the last few years. The video and sound are really, really good. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Video Games & Computer Entertainment*

### Neotopia

"If the TurboGrafx-16 is your favorite, don't miss Neotopia!"  
—*Video Games & Computer Entertainment*

"Neotopia will offer hours of excitement."  
—*Game Player's*

### Ninja Spirit

**1993 Best Game of the Year (TurboGrafx-16 Award)**  
—*Electronic Gaming Monthly Magazine*

**1993 Excellence Award**  
—*Game Player's Magazine*

"Ninja Spirit is a fast-paced action game. It's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly, 1993 Video Game Player's Guide*

"Ninja Spirit is a fast-paced action game. It's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly, 1993 Video Game Player's Guide*

### Power Golf

"I've been playing Power Golf for a while now. It's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

"Power Golf is a fast-paced action game. It's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### Psychic

**1993 Best Art, CD Game (Adventure/Action)**  
—*Video Games & Computer Entertainment*

"This is a really good example of how to use the CD-ROM. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### R-Tops

"The layout has been altered better than the 'old' one. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly*

"This is the best music to have in a simulation we have ever seen. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Video Games & Computer Entertainment*

### Sherlock Holmes Consulting Detective

"...in the first time a video game has been designed by the logic master of CD, we will be able to play the game for the first time. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly*

### Space Harrier

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### Spatterhouse

**1993 Best Game-up Game Award**  
—*Video Games & Computer Entertainment Magazine*

"Spatterhouse is a really fun game. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly*

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### Star Soldier

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly*

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### Super Volleyball

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly*

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—*Game Player's*

### Talkin' It to the Hoop

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### Tiger Hood

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—*Electronic Gaming Monthly*

### Timoball

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—*Game Player's*

### TV Sports Football

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Parade's*

### Timoball

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—*Game Player's*

"The high speed parts of the game are really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Video Games & Computer Entertainment*

### World Class Baseball

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

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—*Game Player's*

### World Court Tennis

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Electronic Gaming Monthly*

"It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play. It's a real winner, really fun, and it's really fun to play."  
—*Game Player's*

### Ya! - Book I & II

**1993 Best Role Playing Video Game Award**  
—*Electronic Gaming Monthly Magazine*

**1993 Best Role Playing Game Award**  
—*Electronic Gaming Monthly Magazine*

**1993 Best Adventure Game Award**  
—*Game Player's Magazine*

**1993 Best Fantasy Role Playing Game Award**  
—*Game Player's Magazine*

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## **SUPER NINTENDO TO MAKE IT'S U.S. DEBUT AT THE SUMMER CES!**

Nintendo of America Ltd. has announced that it will formally introduce it's long awaited Super Nintendo Entertainment System (S-NES) on June 1, 1991 at the Summer Consumer Electronics Show.

Though the U.S. specifications have not been announced at press time, EGM has learned some of the details from its sources inside Nintendo.

The S-NES will remain virtually identical to it's Japanese cousin the Super Famicom. The brains of the S-NES will still be the custom 65C816 16 bit chip. Likewise with all



*The great audio capabilities of the Super Fami have been retained in the S-NES!*

of the other main components especially the phenomenal Sony sound board. The compatibility was maintained so that all of the software which has already been created for the SF in Japan would not have to undergo major programming for the S-NES. This does not mean though, that the Japanese software will directly plug into the S-NES. Expect Nintendo to take the same precau-



*The Super Nintendo will be in the stores this Fall!*

tionary measures as it did when it brought over the NES. It is highly likely that Nintendo will change the pin spacing on the S-NES carts. In addition you can bet that Nintendo is going to put in a whole new 'security chip' that will be 'uncrack-



*The S-NES controller will retain the 6 fire buttons.*

able'. In a similar fashion Nintendo will also retain the same 6 button controller. Cosmetic changes will be



*The 'brains' of the S-NES is Nintendo's custom 65C816 chip!*

made to the controller shell but the SF horizontally oriented controller plugs have been retained. This being the case the Japanese add-on sticks, like the spectacular Halcken JB King, should be directly compatible. At worst, a simple wire switching will be necessary.

The first

pieces of software from Nintendo will include Super Mario World (Mario 4), Pilotwings, F-Zero and a new Golf



*\$50 to \$60 will buy you a small circuit board and a couple of chips.*

game. While Sim City is out in Japan, Nintendo will probably hold off on releasing the S-NES version and concentrate on the NES cart. Zelda 3 is done and coming soon.



*The long rumored Zelda 3 is coming to the S-NES!*

# ROBOCOP



**ocean**

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CIRCLE #192 ON READER SERVICE CARD.

# NEC LOWERS TURBOGRAFX SYSTEM AND CD-ROM PRICES!... THIRD PARTY SUPER FAMICOM PERIPHERALS HIT MARKET...

In a bold move in the hot 16 bit wars, NEC Technologies announced that effective May 20, 1991, the price of the base TurboGrafx 16 package will be reduced from \$149 to \$99.99.

This base system includes the game system console, one TurboPad controller and the Keith Courage game cartridge.



Look for this sticker on specially marked packages.

Also, at the same time, NEC announced that a second tier system package, containing the most popular TurboGrafx accessories will be introduced. Dubbed the Bonk SuperSet, this new package will be priced at \$149.99. By purchasing the SuperSet the player can save \$90 over the price of all of the components, if purchased individually.

Included in this Bonk SuperSet will be the base game system console, two TurboPad controllers, the 5 controller TurboTap, and the mega-hit Bonk cartridge. The packaging of the SuperSet will be redesigned and it will prominently display Bonk on the box. The Bonk SuperSet is tentatively



The Bonk SuperSet includes the most popular Turbo accessories!

Electronic Gaming Monthly

scheduled for release this fall.

NEC also announced that effective May 20th, the price of its revolutionary CD-ROM player will be reduced from



NEC's CD-ROM drive reduced to \$299! \$399 to \$299.99.

Later this fall NEC will include a CD+G music sampler disc with the CD-ROM unit. CD+G, standing for Compact Disc plus Graphics, is the new CD format which allows the end user to not only listen to popular music but also, when hooked up to a TV, gives visual images, like still frames of the rock stars, on the



CD+G discs provide graphics, lyrics and text in addition to CD music.

screen. Not limited to just that, lyrics, in multiple languages, and chords can also be displayed, allowing listeners to sing or play along with the music. Since standard music discs normally use only 95 percent of the storage space on the disc, inclusion of this graphic information does not cut back or affect the sound quality or amount of music. Warner New Media is one company who makes CD+G discs.

Halkin Industries Ltd. of Japan, has just announced that it will be bringing out a new line of Super Famicom controllers.

Two models are scheduled for release in July. The first one, called the JB King, will retail for about \$55. It is large, and similar in bulk to the Advantage. It measures 10 3/4" long 8 1/4" wide and 4 1/2" high. Of particular importance is the fact that each of the six fire buttons has its own turbo fire control. Also, each button has a rotary dial to independently adjust the firing rate. In addition, the four main fire buttons have been placed on a disc which can then be rotated to offer alternative positions depending on the game, and user preference. Slow motion is also built in!



One of the first SF replacement controllers - the JB King!

The second model is called the JB Turbo. It is basically designed for players who want to continue to use the standard controller, but would like to add autofire capability. On the Turbo there is a master dial which adjusts the auto fire rate to all of the buttons. This peripheral will sell for about \$20.

HAL America when contacted, stated that they have not yet decided whether they will market these peripherals in America for the Super NES.



The JB Turbo adds auto fire to the standard SF controller!

# YOU'VE TRIED THE REST NOW PLAY THE BEST!



- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- Superior graphics
- 5 Levels of difficulty
- 10 Rooms in each level
- Password for continual action
- 13 Magic power-ups



- 1 or 2 players
- 5 rounds in each level
- Random road obstacles
- 3 levels of game play
- Special 2 player rounds
- 6 "Power up" driving weapons



## TECMO®



# INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Dozens of New SF and Mega Drive Softs Coming this Summer!

## CSK/Mega Drive GALAXY FORCE

2

While CSK is a new Sega licensee, the game carries a familiar title. With graphics that look more like an arcade game, the 8 megabit GF2 could quickly become the ultimate shooter! Look for Sega to grab the U.S. rights to this hot title!

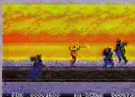
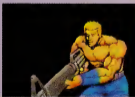
*Extremely detailed graphics place this cart in a class by itself!*



*It's an outer space shooter unlike any other Sega cart!*

## Taito/Mega Drive THUNDER FOX

Based on an older Taito arcade game, Thunder Fox plays like the current Mega Drive game - Midnight Resistance. Very smooth scrolling action with multi layered backgrounds give this soft a good look. With a constant flow of enemy soldiers to fight, TF will give those who like shooting games a constant flow of nonstop action. Grab the different weapons along the way for even more explosive firepower as you set out to destroy the enemy's base.



# Light Boy is Bound to Attract Attention!



The Vic Tokai Light Boy is the best thing that happened to my Game Boy. It's "lights out" and the action hasn't ended; it's just beginning. I can see the LCD screen a hundred times better, because Light Boy magnifies the screen 1 1/2 times. Light Boy even comes with batteries. What more could I ask for!?! It's no wonder Light Boy is bound to attract attention...



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CIRCLE #125 ON READER SERVICE CARD

## Hudson/PC Engine VALIS 4

Hudson has quietly been working on the fourth in the Valis series. Without a lot of fanfare they released a couple of 'teaser' screens of this new quest. New moves, weapons and larger enemy soldiers are the obvious improvements. Now, with more detailed graphics and multi level backgrounds, this edition should keep the interest building for this popular series. Coming to the stores later this summer!



## Tonkin House/FamiCom Y'S 3

The third quest in the Y's series of games has now gone to all formats. While the graphics have been cut back from the other versions, the excellent game play has not been compromised. The cinema displays remain intact but the voices have been replaced with text. Still it's a challenging quest for those not owning the other game systems.



## Taito/GameBoy ELEVATOR ACTION

NES veterans will remember this title as one of the first generation of games. Taito has shrunk the soft down to GameBoy size and will be bringing it out later this year. Your mission is to find the secret papers hidden in one of the rooms and then make it down to the ground floor where your getaway car awaits you. The other spies are after the same papers and they will do anything to stop you. Shoot them before they plug you. Check all the doors, and hitch a ride in the elevators but watch out for the enemy gunfire. Shoot out the lights to darken the screen!



## Tecno Soft/Mega Drive DEVIL'S CRUSH

The spectacular PC Engine/TurboGrafx pinball game is now coming for both the Mega Drive and the Super Famicom. Expect to see more 'action' and animations



with additional demons patrolling the playfield. More bonus rounds and extra bumpers will be new features.





# IT'S ULTIMATE BASKETBALL™

Trash all those other basketball cartridges! **ULTIMATE BASKETBALL™** captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.

Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!

When your men start to drag, you can substitute some fresh blood.

It's all jam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action



Be a part of the action—not just a spectator



See your shots-up close and personal



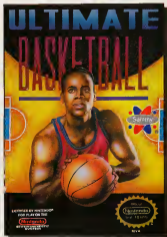
You control full court movement



Pick your starting line-up



Team up with a friend against the computer



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# FINAL SOLDIER

Hudson Soft of Japan / P.C. Engine

Final Soldier is the third game in the Star Soldier trilogy. It features more of the same great graphics and sounds as in the previous two carts. This time around the alien onslaught is nearly unstoppable. Luckily there is a screen where you may modify your weapon power-ups to your liking. This fire power can be increased to incredible proportions which helps to even the impossible odds. You have the choice of rapid fire missiles, a flamethrower type weapon, a bubble laser and a ring laser. Each weapon is useful in different situations and finding out where is vital to your survival. All of the levels contain great background graphics and the enemies are colorful and detailed especially the bosses. A great ending for an excellent series.

*You can modify your weapons, and customize the power-ups you'll get in the game. There are 12 main weapons to choose from for 4 different power ups.*



**VERTICAL**

**LASER**



**FLARE**

**ENERGY**



**THE SUPER SMART BOMB**



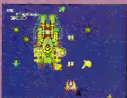
## LEVEL ONE



## LEVEL TWO



## LEVEL THREE



## LEVEL FOUR



# ROLAN'S CURSE



The land of Rolan has been cursed by the evil Emperor Barius, and now, hundreds of dark creatures roam free in the countryside. Enter the land of Rolan with a friend, solve the mysteries of the countryside mazes, and destroy the origins of the dreaded curse!

for  
your

# GAME BOY

Nintendo



Fight alone, or use the link and play with a friend!



You'll discover an arsenal of weapons to use!



Battle some of the strangest beasts this side of fantasy-land!



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CIRCLE #118 ON READER SERVICE CARD



## Deco/Super Famicom JOE AND MAC

Many of the Super Famicom games are just rehashes of older Famicom games. Not so for Joe and Mac (Caveman Ninjas in the U.S.). This unique soft starts with a clean slate and ends up with a comical adventure involving cavemen as the main characters. It's a great 2 player game with humorous animations and really huge dinosaurs as enemies. Very colorful and easily one of the best SF games in quite a while.



## Toei/Super Famicom RAIDEN DENSETSU

First brought out for the Mega Drive/Genesis, this great vertical scrolling arcade shooter is now coming to the Super Famicom. Offering a variety of different weapons and power enhancements, Raiden becomes yet another shooting game

for this new game system. While this is a good version of the game, it doesn't break any new ground.



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... Save Big !!!

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CIRCLE #187 ON READER SERVICE CARD.

## JAPAN VIDEO TORONTO, CANADA

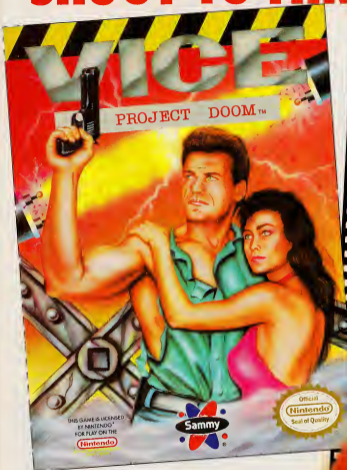
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SHAMU JUDO (16 BIT)	SHAMU JUDO (16 BIT)	Genma Genma
Subzero	Sub 8	Subzero
Ultimate Destruction	Ultimate Destruction	Ultimate Destruction
Wings of Fury	Wings of Fury	Wings of Fury
Yoshi's Island	Yoshi's Island	Yoshi's Island
Yoshi's Island 2	Yoshi's Island 2	Yoshi's Island 2
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CIRCLE #135 ON READER SERVICE CARD.

# SHOOT TO THRILL!



Vice officer Quinn Hart is on an assignment unlike anything he's ever seen! Weird bodies are turning up dead, top secret weaponry is missing, and organized crime is at an all time high. But Hart's up against something more than the Mob, street gangs, or even hostile terrorists.

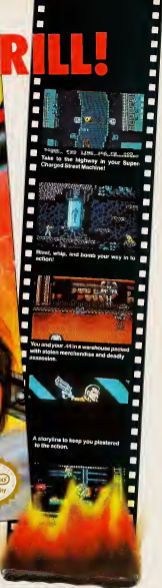
A new force has risen and Hart finds himself plunged into a conspiracy of terror!



## American Sammy Corporation

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Roast, whip, and bend your way to an action!

You and your .44 in a warehouse packed with stolen merchandise and deadly assassins.

A storyline to keep you plastered to the action.

い! ファミコンでこんなことが  
できるのか! あまりに奥が深く、  
感動した僕は、今  
は毎日加賀と逢瀬を繰り返す  
までになった。

プレーする気にはならないが、  
コンピューターの思滞時間も「II」の  
ほうがずっと短く、おまけにグラ  
フィックもよくなった。

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ま、欠点ばかり上げ

# THE SUPER FAMICOM TIMES

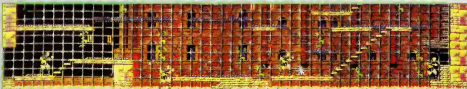
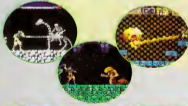
## VAMPIRE HUNTING 16-BIT STYLE

A whole new adventure awaits you as the evil Count Dracula terrorizes the Belmont family once again. Castlevania 4 is the latest cart for the Super Famicom from the wizards at Konami. Dracula is up to his old tricks and this time you must go through haunted forests, eerie caverns, and creepy cemeteries before meeting up with the old bloodsucker himself. The graphics are truly amazing, the variety of colors and detailed shading make these some of the best graphics on the Super Famicom yet! The music has been revamped and the sound effects are extremely realistic. The end bosses are awesome and the game play is challenging just like the previous Castlevania games. This a hot one and will probably be one of the best Super Famicom titles of the year in Japan and the U.S. as well.

## 4 MEG CASTLEVANIA 4 KONAMI DECEMBER 1991



AWESOME END BOSSES!!!



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"THE MAN"

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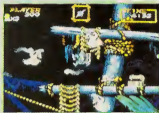
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## SUIT UP FOR AN ALL NEW GHOULS AND GHOSTS ADVENTURE!

Arthur's back and he's ready to do battle with a whole new crew of ghosts and goblins in an all new adventure for the Super Famicom. The story is pretty much the same: defeat the minions of evil and rescue your main babe from the head bad guy, whoever he is. The graphics in this game totally blow the Genesis version of it's predecessor to pieces. The audio is also some of the best ever conceived on the Super Fami. The best thing about this game is the incredible game play. Challenging in every way but a game that can be mastered. The phenomenal graphics, sterling sound and gorgeous game play will keep you coming back again and again. Definitely a candidate for Game of the Year!



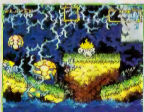
*The best Ghouls and Ghosts adventure ever!*



*Just like in the original Ghouls and Ghosts the amount of detail in the background and foreground is phenomenal. This time the graphics are even more amazing though!*



*All the characters are fluidly animated and are extremely detailed. If you thought the end bosses were cool in the previous Ghouls and Ghosts, wait till you see the ones in this version.*



*Arthur must traverse over all new areas and get through a new variety of challenges. The rounds vary from forests and graveyards to haunted pirate ships and huge castles filled with frightening foes.*



COMPARED TO  
BATTLETOADS, TURTLES  
SEEM LIKE POND SCUM.



DUDE, IF YOU'RE READY  
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TOADALLY KICKS BUTT,  
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WITH 12 LEAPIN' LEVELS  
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AND RADICAL RACING,  
FOR ONE OR TWO  
PLAYERS.

 TRADEWEST



# SUPER ADVENTURE ISLAND HUDSON

4 MEG

1ST QUARTER 1992

## THE ADVENTURE CONTINUES IN 16-BIT.

Master Higgins is back and is ready to brave an all new adventure. Hudson is porting over their successful Adventure Island series to the Super Famicom. The game will feature the same basic elements of the NES versions and almost identical game play. The obvious enhancements will be in the audio and visual departments. The graphics are extremely colorful and the animations are hilarious. The enemies each attack and die in a different way. The familiar power-ups like hammers and skateboards are there as well as a few new surprises. The backgrounds are drawn in pristine detail and feature parallax scrolling. The music is filled with sampled instruments and the drums really rock. This one's still a long way off but it looks like it'll be worth the wait for Adventure Island fans.

ADVENTURE ISLAND



ADVENTURE ISLAND 2



*As you can see it is very similar to the NES versions, but with enhanced graphics and sound Adventure Island never looked or played so good!*



**BILL LAMBEER'S COMBAT BASKETBALL**  
4 MEG HUDSON 1ST QUARTER 1992

## FUTURISTIC BASKETBALL ACTION!

Get ready for the most intense basketball games ever! This is no ordinary B-ball game though, this is a true test of combat skills and survival of the toughest. Incredible graphics and furious game play will challenge the reflexes.



*Combat Basketball features great digitized graphics and sounds with real human voices.*



**SIMCITY**  
4 MEG NINTENDO 1ST QUARTER 1992

## BUILD YOUR OWN CITY!

Nintendo is bringing out a 16-Bit version of the popular computer and NES cart. This version takes advantage of the Super Famicom's enhanced graphics and sound. They also threw in a variety of new options not found in any other version that really make this game addicting and fun to play. Different, but its originality is what will win you over.



*Extremely involving and addicting game play makes SimCity a winner for the Super Famicom.*

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Action Games!*

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*Ages have passed and  
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now you have learned the  
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Alchemist.*

*A fire breathing dragon,  
located at the bottom of a ten-  
level dungeon, is tormenting a  
race of giant ants, called the  
Arimeaps™. Your task, young  
alchemist, is to test your new  
skills as you travel through this  
enemy-loaded maze. Using  
alchemy, you will transform  
items you find, into items you  
need to conquer the Mysterium  
and save the giant ant civilization.*

*Mysterium... A Test of  
Endurance, Mind and Courage.*

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**GAME BOY**

# NEXT WAVE

**BATMAN 2: RETURN OF THE JOKER; W.U.R.M.; BILL & TED; BASES LOADED 3; STAR TREK; NIGHTSHADE; TROG; CONTRA FORCE; CHAMPIONS OF BOXING; TV SPORTS TENNIS; KICK BOXING; VAPOR TRAIL; QUAD CHALLENGE; RBI-3, ST. SWORD; GB SIMPSONS; CASTLEVANIA 2: TMNT 2.**

## MENU

Nintendo

Sega

TurboGrafx

Genesis

GameBoy

Lynx

Game Gear

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Arcade

## NEW SOFT NEWS

Lots of new games as we go into CES. For the S-NES: *Australius* by IGS; *Ultraman* by Bandai; *Caveman Ninja* by Data East; *Robocop 3* and *Radio Flyer* by Ocean; *Super F-1* by Seta; *Final Fantasy 2* by Square Soft; *Lemmings* by Sunsoft; *Space Mega Force* by Toho and *Paperboy 2* by Software Toolworks. For the NES: *Toxic Crusaders* by Bandai; *Eliminator Boat Duel* by Electro Brain; *Over Horizon* by Hot-B; *Addams Family* by Ocean and *Overlord* by Virgin Games. Lots of CD's from NEC. *Addams Family*, *Loom*, *It Came from the Desert*, *Lords of the Rising Sun*; *Shadow of the Beast*; and *Shadowgate*. Sega licensees will show: *Cal 50* by Mentrix; *Guardian Angels* by Nuvision; *El Viento* by Renovation and *Mercs* and *Vortex* by Sega.

## BATMAN, RETURN OF THE JOKER

Sunsoft/Nintendo

The Caped Crusader is being forced out of retirement as the Joker isn't dead! And this sequel won't just ride on the 'cape-tails' of it's predecessor as it's all new. This version won't be based on the movie. Rather the story will come from the D.C. comic series, *The Dark Knight*. All of the backgrounds and depictions will reflect a comic book essence. While still retaining the dark, ominous backgrounds and game play from the original, the sequel will be improved. Featuring dual action scrolling with extra help from a MMC 5 chip, *Batman, Return of the Joker* will be one of the most sought after games this Christmas!



*This version will be based on the DC comics!*



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## BASES LOADED 3

Jaleco/Nintendo



Jaleco is bringing out the third in the series of its popular Bases Loaded baseball games. This time, besides improving just the graphics and sounds, the simulation of realistic play has also been enhanced with more features. Play against the computer and it will 'think' smarter and pose more of a challenge than in previous versions. But the player control hasn't been sacrificed as after only minimal practice, you'll be picking off the computer base runners and develop the technique of stealing bases.



Note the great over the shoulder view of home plate.



## BILL AND TED'S EXCELLENT ADVENTURE™

Acclaim/Nintendo

Famous people from our past have been kidnapped and placed in different time periods. Play as Bill or Ted and travel back in time to find the misplaced people. But they like it where they are and many will be hard to locate. Deal with the local customs and people of each time period as best as you can but remember who you are! Most excellent dude!



## W.U.R.M.

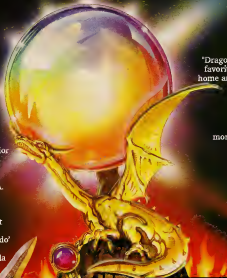
Asmik/Nintendo

It's 1999 and strange phenomena have been occurring around the globe. Earthquakes and volcanic eruptions are causing havoc. The ecological balance of the planet is in jeopardy! Hop in your special earth drilling vehicle to solve the problem!



# SUMMER 1991 THE ADVENTURE CONTINUES

# DRAGON WARRIOR III™



"Over all, the Dragon Warrior series are outstanding RPG's. Great for those who love a good challenge to the brain."

N. McQuaid, Oceanside, CA.

"You have far surpassed our expectations. I have found most sequels to be unimaginative and boring. Enix has been able to 'out-do' the original."

T. Schreyer, Alberta, Canada

"Dragon Warrior I and II are my two favorite games so far. I enjoy going home and delving into fantasy after a hard day's work."

J. Johnson, Kansas City, MO

"I enjoy games where your reasoning and brains get more exercise than your thumbs."

M. L. Masterson, El Cajon, CA



## ENIX PROUDLY PRESENTS DRAGON WARRIOR III

The Legend of Erdrick begins here as you are plunged backward in time to the lost land of Aliahan. You and three hand-picked companions will travel by day and night to find and destroy the arch-fiend Baramos before he consumes the land. You'll explore fearful new dungeons, aided by your allies who can change classes mid-game. If you discover the Magic Bird, it will fly you to remote locations.

### You create the legend!



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## STAR TREK

Konami/Nintendo

Where has the time gone? It's hard to believe that Star Trek is 25 years old but it is! Konami is bringing out a NES version of the popular TV series and you, as Kirk, must battle the familiar Klingons and Romulans while exploring distant worlds.



## NIGHTSHADE

Konami/Nintendo

He's a hero best known for his trench coat, fedora and shades. Known as Nightshade, you must defend Metro City from an Egyptian villain. Gather information about this mystery enemy and track him down before he takes over the city.



NOTE: These shots are preliminary and subject to change.

## TROG

Acclaim/Nintendo

Acclaim has grabbed the rights to the humorous maze/chase arcade game of last year. In this, you are a cute dinosaur and must gather the eggs on the screen while avoiding the one eyed cavemen who are patrolling the same area. Turn into a Tyrannosaurus Rex and chase the cavemen for a short time!



## CONTRA FORCE

Konami/Nintendo

Contra action continues in the newest edition of the series. Save the head of the CIA who has been kidnapped by terrorists. Choose the correct person and weapon for the level and head out to eliminate the terrorists.



Great 2 player game!



NOTE: These shots are preliminary and subject to change.



# Tail Slamming Action From Natsume!

The peaceful kingdom of Moberry is under attack! A powerful dragon has teleported his castle and armies into an animal realm that never knew warfare. The creatures went to their greatest hero to save them—Charly the mountain alligator.

Charly bursts into his action as he whips the evil invaders with his mighty tail. Help Charly strike a blow for freedom in this tail spinning adventure for the Game Boy!

- Gather power-ups for long range attacks.
- Password feature returns you to all the excitement!



Prince Pendrich must rid his palace of the enchanted army of an evil wizard in this action-maze classic! "Amazing Penguin is a great, enjoyable one player challenge." - Game Pro Magazine, Nov. '90.



## The Future's A BLAST!

A select group of warriors have been created to battle a new menace to humanity. Known as S.C.A.T., the Special Cybernetic Attack Team has one goal—the utter destruction of Vile Malmort and his alien invaders. The intensity is red hot in this new action/adventure thriller!

- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.



Join two ninjas on their mission to overthrow the wicked Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces. "Natsume's latest (Shadow of the Ninja) is one of the finest NES games released this year or any other year." Video Games & Computer Entertainment, Dec. '90.



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## CHAMPIONS FOREVER OF BOXING

NEC/TurboGrafx



With a rash of games featuring sports legends who are popular one day and in jail the next, NEC has decided to be safe and pick heroes who have retired. Such is the case with their new boxing game. Featuring champions like Muhammad Ali, George Foreman and Larry Holmes, this is boxing at its finest. Digitized photos of the boxers, digitized sounds and a great challenging game, all contribute to make one of the best boxing games around.



Check out the digitized photos of the champs of the past!



## TV SPORTS TENNIS

NEC/TurboGrafx

Any tennis game which can meet the standards set by the Davis Cup has to be good! It's a realistic simulation where you can play on different surfaces such as clay or grass. Take on a friend and each can then view the action from his own perspective as the TV screen is split in half. This also makes a good TurboExpress game with the link cable!



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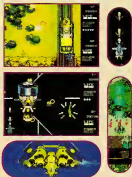
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## VAPOR TRAIL

Renovation/Genesis

Renovation has a new vertical scrolling shooter in the works. Taking place over different parts of the world and even in outer space, VT has variety, good game play, and exceptional graphics.



## QUAD CHALLENGE

Namco/Genesis



Hop on your ATV and get set for some really wild racing. Take to the air coming off the hills but watch out where you land. Split screen action allows two players to go head to head.

## KICK BOXING

NEC/TurboGrafx

Andre Panza's Kick Boxing represents a new venture for NEC outside of their TV Sports series of events. Kick boxing requires technique and speed, both of which are built in to this fine game. The players are larger than normal, and this helps controlling your on-screen player. The practice mode allows you to fine tune your attack moves - definitely a necessity as the opponents are experts.



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In Crock Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed, visitors, spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the potrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crock Down. We have just enough room to fit you in.



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## KAGEKI

Sages Creation/Genesis

Sage's has a new boxing-type game where your only weapon is your fists. Take on the gang thugs first for practice. Develop enough technique and speed and only when you are good enough will one of the 9 bosses appear. Watch out as they don't play fair. Some will throw fire bombs or exploding oil cans!



## SAINT SWORD

Taito/Genesis

Taito has a new side scrolling action/adventure game which features detailed multi leveled backgrounds, huge enemy bosses and a quest similar to that found on Rastan. Get the life capsules which appear from some of the monsters you defeat for more energy, and search for the stronger swords to help you as you progress through your quest.



## THE SIMPSONS

Acclaim/GameBoy

Bart and his family are back in a new adventure, this time on the GameBoy. It's a rough neighborhood in Springfield as a gang of bad kids are after Bart but it will have to take more than a few tough guys to slow our hero down.



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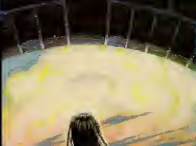


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## CASTLEVANIA 2

Konami/GameBoy

Old Drac is back and after the Belmonts again. Grab your trusty whip and head out in search of the Count. As in the first game, you must climb, jump and run through a series of levels loaded with pitfalls and tons of bats, rabid dogs and eerie ghouls. Keep an eye out for the secret rooms loaded with treasures!



## TEENAGE MUTANT NINJA TURTLES 2

Ultra/GameBoy

We all knew that the Turtles would be back and Konami/Ultra didn't want the 'loads' to get too well established. If you liked the great NES sequel (and who didn't), then you will want to try the portable version. All the great moves are built in and it's solid, nonstop action!



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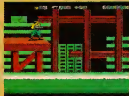
## TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES



### MIDNIGHT RESISTANCE

(Sega / Genesis)

**Secret Stage Select** - If you're having trouble getting through this incredible action game, then this stage select will help you out. At the title screen hold **BUTTON C** and press **START**. When you begin playing press **START** to pause. While paused hit **BUTTON A** to advance a level. Repeat to advanced to the next level. Now you can check out any of the awesome levels and even go straight to the last boss and save your family!



### ADVENTURE ISLAND 2

(Hudson / NES)



**Secret World Select** - With 64 levels of challenge you might have a little trouble saving your main squeeze. To select any world you want to start on press **RIGHT, LEFT, RIGHT, LEFT, A, B, A, B**, at the title screen. You will see a menu with 8 different islands to choose from. Now go rescue Tina.



### CAPTAIN SKYHAWK

(Milton Bradley / NES)



**Invincibility** - To become invincible and blast through the massive enemy fortresses without getting a scratch. At the title screen, when the letters are falling, press **UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT**, and you'll be invincible.



# Dare to wield the sword of Valis!

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This game pack for use with the Game Boy Compact Video Game System.

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## SILVER SURFER

(Arcadia / NES)

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BE  
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OR HAVE  
UNLIMITED  
CONTINUES!

**KJTJJK**



**SJM333**

## TWIN COBRA

(Sega / Genesis)

Bonus Continues - To get up to 14 extra continues in this incredibly challenging shooter, simply go to the green title screen by pressing START. All you have to do is hit BUTTON A till you have 14 credits!

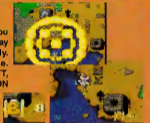
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## TWIN COBRA

(Sega / Genesis)

Max Out Your Bombs - If you run out of bombs, there is a way to instantly restore your supply. Pause anywhere in the game. Then press UP, DOWN, LEFT, RIGHT, and then hold BUTTON B while unpausing the game. Don't worry, you can do this as many times as you want!



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This game pack for use with the Game Boy Compact Video Game System.

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THE K. K. BRAND - TESTED AND APPROVED FOR TV - TOEI ANIMATION 1992  
THE ANIMATION IMAGE SYSTEM HAS BEEN MADE BY ELECTRO BRAIN COMP.  
ANIMATED "GAME BOY"™ THE NINTENDO OFFICIAL SEAL IS A TRADEMARK  
OF NINTENDO OF AMERICA, INC.



LICENSED BY

**Nintendo**



## BOMBERMAN

(NEC / TurboGrafx 16)

*Super Passwords* - Here are a couple codes for the cute game Bomberman. The first brings you to the water filled chaos of level 3, and the second one takes you to the sun scorched sands of level 4. Challenge your mind.



E. A. Clare  
LA, CA



**MUCCLEVN**

Check out the water creatures in level 3.



**ROCCNNZV**

Back to dry land in the desert on level 4.

## TEENAGE MUTANT NINJA TURTLES 2

(Konami / NES)

*9 Turtles and Stage Select* - To get 9 turtles and start on any level you want simply go to the title screen and press B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, and START. Now you'll have 10 extra turtles and a choice of your starting level.



Now you can have the best of both worlds!

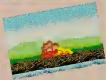


**STAGE SELECT**  
**10**

## TWIN COBRA

(Sega / Genesis)

*Watch the Ending Without Playing the Game* - If you've already beat this magnificent game and you would like to see the ending again or if you just can't get past all the levels and you want to watch the ending then do this trick. Go to the green title screen and press UP, DOWN, RIGHT, LEFT, A, B, C, and then START. The screen will flash white and then you'll get to watch the ending!



## WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Send all tips to Tricks of the Trade, 1920 Highland Ave Suite 222, Lombard IL, 60148. Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

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# GO! GO! TANK



Fulfill your mission  
in helping the tank  
reach its goal. It's  
non-stop scrambling  
fun with the most  
unique game ever.  
Go! Go! Tank!



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This game pak is for use with the Game Boy  
Compatible Game Boy System.

# BEHIND THE SCREENS AT HUDSON SOFT

## "CONVERTING GAMES FOR THE AMERICAN MARKET"

Where do video games come from? It seems that a huge number of successful titles for the Nintendo, Genesis and TurboGrafx systems have all been developed in Japan. This isn't surprising, considering that Japan is the birth place for these home electronic entertainment systems. Most Americans can even recognize which companies are Japanese just by their names. Bandai, Fujisankei, Taito, and others are big name game companies easily detected as Japanese, represented by their American branches. Yet one stands out as a major game developer that sounds American, but is actually a huge, mega-corporation in Japan. That company is known as Hudson Soft.

Hudson began in 1973 as a small Japanese company selling art photographs. They later expanded their product line into marketing amateur

ham radio equipment. As home computers began to gain momentum in home consumer popularity, the company



decided to develop games for the personal computer for the Japanese market. As they became more and more popular with the titles they published, the company further grew into an industry leader. When Nintendo made available their 8-bit Nintendo Entertainment System,

Hudson Soft was the very first game developer to be licensed for that system.

Nintendo had produced some interesting titles for their new game machine, but nothing was really ground breaking; that was until Hudson Soft released a game called 'Lode Runner'. This platform-style game took the Japanese gamers by storm. The game

immediately catapulted Hudson Soft into electronic gaming fame and made their name highly respected and sought after. Each successive release held new surprises and adventurous action in store for the Japanese market. When Nintendo released their 8-bit game system in the U.S., the system already had a number of titles from both Nintendo and Hudson Soft to choose from. As interest in Hudson Soft games grew, so did the compa-

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**HUDSON SOFT®**

# BLOBERT IS BACK!

DAVID CRANE'S THE

# RESCUE

OF PRINCESS

# BLOBETTE™

New For  
GAME BOY

That's right, jelly bean-loving Blobert (Blob, for short) and his faithful Earth-boy companion are back in a brand-new adventure for Game Boy! This time out, the tough and loots take them to the Royal Castle of Blobolonia,

STARRING



on Blob's home planet, as they attempt to free the lovely—and imprisoned—Princess Blobette™ from the clutches of the treacherous Antagonistic Alchemist.

Join our heroes as they encounter secret

rooms, clever traps, and dangerous obstacles in the labyrinthine depths of the castle.

But all is not lost—these two share a very special secret. With each flavor of jelly bean the boy feeds Blob, Blob will magically transform into a different shape that can help this intrepid pair get past just about anything the Alchemist can conjure up!

The sensational sequel to *A Boy and His Blob*, winner of a 1990 Parents' Choice Approval!



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Nintendo

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CIRCLE #151 ON READER SERVICE CARD.



*Lode Runner for the Nintendo 8-bit was the game that brought fame to Hudson Soft*

## Developing the PC Engine with NEC...

As Hudson Soft's notoriety grew, so did their game designing ability. NEC knew that the game masters at Hudson Soft had incredible talent and decided to tap that talent in the formation of a new game system to compete against the phenomenal success of the Nintendo 8-bit system. In 1988, the PC Engine was introduced. NEC called on Hudson Soft to do most of the designing, since Hudson Soft was already familiar with what gamers wanted in their games. Hudson also had another division which specialized in the technology of IC memory cards. Known as the 'HuCard', Hudson re-designed this memory IC for special use with the new PC Engine. Seems that Hudson and NEC did their homework well, because when the PC Engine was introduced to the Japanese market in 1988, it was an instant success. Many people were taken back by the fantastic graphics and sound the unit offered in contrast to the Nintendo which most gamers already felt was an incredible system in its own right. When the system was re-designed for the U.S. market and released in 1989, American gamers took note of its impressive color palette and sound capabilities along with the only CD-ROM attachment at the time. Since its release, the PC Engine / TurboGrafx-16 has sold over 2.2 million hardware units world wide!

## Japanese versus American Tastes, the Similarities...

Most Japanese game companies, Hudson Soft included, agree that gamers enjoy a well designed game, whether they be American, Japanese, or any nationality for that matter. If the game is filled with fresh ideas while still being able to relate to a popular idea, gamers will enjoy it no matter who develops it. Marry those ideas with great sound and graphics and decent market exposure and the game is sure to be a hit. Japanese players enjoy shooters as much as American gamers do, and crave exciting, vibrant graphics the same as Americans. Sound is also important, as is technological advances. In fact, Japanese players tire quickly of old technology. Because they live in a society surrounded by booms in technological leaps, they're used to the latest and greatest developments happening every day. Americans rarely get the kind of exposure due to the language barrier and also distance. Japanese companies are perfectionists when it comes to introducing their products outside their home territories and insist on assimilating the ideas they create as comfortably as possible with their neighbors. That's one of the reasons why it takes longer than one might think for the American branches to bring forth games created in Japan. Another reason is due to the cultural differences between the Japanese and their international friends.



*Hudson Soft developed the Bonk series for partner NEC of Japan.*



*Before we see NEC's Bonk 2 in the U.S., some cosmetic changes are sure to be made.*

## Japanese versus American Tastes, the Differences...

Like Japanese company names, Americans have an easy time detecting a Japanese game. The artwork is very often an immediate give-away. Most Americans are already comfortable with the Japanese cartoonish depictions of game characters - most having the large eyes and angular features like so many of the cartoon characters created in Japanese comics. Also, much of the artwork is left with an Oriental flavor by having Japanese text, known as Konji, as background art. People who can read Japanese see these images as words as opposed to most Americans who see them only as decorative, yet very distinctively Japanese, artwork.

There are some major differences, however, in the acceptance of game art and animations that Americans would find distasteful or irrelevant. For instance, as Hudson Soft of Japan prepares NEC's Bonk 2 for the American market, many of the images will most certainly be changed for the U.S. gamer. Gone will be Bonk blowing kisses to the beasts, as will cosmetic changes in Bonk's appearance to make him more American looking. Obviously, the text will need to be translated as well.

Another difference that Hudson Soft has assessed between American and Japanese players is that American gamers prefer shooters to strategy

# R U A GENESIS GENIUS?

# PART 2

What's your story?

Take the Genesis Aptitude Test (G.A.T.) and find out. Write the answers to questions 8 through 14\* on your completed entry form, and send it in. Score high and you could win 3 Genesis titles from Electronic Arts just for being smart.

\*If you didn't take the first G.A.T. (questions 1-7)—no problem. It's never too late to become a Genius!

G.A.T. QUESTION #8

**Q:** **LAKERS VS. CELTICS AND THE NBA PLAYOFFS, IS THE ONLY GAME WITH:**

- Full-court fastbreak action featuring 10 hot NBA teams.
- Real NBA players slamming, jamming, and firing 3-point bombs.
- Half-time highlights, refs, and authentic player statistics.
- All of the above.
- L.A. glamour geeks and Boston legprechauns going 5 on 5.



G.A.T. QUESTION #9



**BLOCKOUT™**  
IS A BLAST-ACTION  
PUZZLE GAME WITH A UNIQUE  
3-D PERSPECTIVE AND:

- Nearly 750 combinations of blocks and pit layers.
- 11 challenging skill levels.
- A centerfold from the Park Farmers Journal.
- A "rep" for being addicting.
- All of the above except for the picture of the pig.



G.A.T. QUESTION #10

**Q:** **IN CENTURION THE ONLY THING YOU CAN'T DO IS:**

- Shatter your opponents' chariots, and whip their sorry behinds.
- Excavate gastropod lifeforms.
- Crush Rome's enemies on land and sea.
- Gate Cleopatra, ranked #1 on the all-time "bad" chicks list.
- Scare the ---- out of the Carthaginian elephant cavalry.



**Q:** **NHL® HOCKEY** GIVES YOU ALL THE FURIOUS ACTION, CRUNCHING SOUND, FLASHING BLADES, AND HARD-HITTING \_\_\_\_\_ OF THE BEST PLAYERS IN THE WORLD.

- A. Hip checks.
- B. Bounced checks.
- C. Brooding Checks.
- D. Rise Check™.



**Q:** **IN PGA TOUR® GOLF,** HOW CAN YOU FINISH IN THE MONEY?

- A. Use the unique 30 contour grid to "read" the greens.
- B. Let our pros help you master special shots—chip, punch, putt from the fringe and more.
- C. Play tough against 60 PGA TOUR pros, on real courses, in real tournaments.
- D. All of the above.
- E. Fluff up those dorky tassel things on your golf shoes.



**Q:** **IN MIGHT & MAGIC™ YOU SAVE THE MYSTICAL LAND OF CROK FROM A CENTURY OF EVIL WHILE PLAYING:**

- A. Six different fantasy roles in a land of heroic adventures.
- B. Yahoos™ with nasty boys.
- C. Dodgeball in traffic.
- D. Stairway to Heaven 326 times on the accordion.
- E. Kneebly the wonder slug.



**Q:** **THE ONLY THING JOHN MADDEN FOOTBALL™ WON'T GIVE YOU IS:**

- A. Over 100 pro-style plays from John's own playbook.
- B. The speed and power skills of real pro players.
- C. Chronic turf toe and nervous dry heaves just before kickoff.
- D. Dives, spins, tough tackles, audibles, and penalties.
- E. A chance to win the "big show" on Super Sunday.



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BELOW TO FIND OUT WHAT  
YOU CAN WIN.



## FAST FINISHER BONUS

Free Electronic Arts Road Kit to the first 25 G.A.T. finishers who correctly answer all the questions. Earliest postmarks win.  
(Road Kits hold 8 Genesis carts.)



ANSWERS TO G.A.T. QUIZ PART 1:

#1 **E** #2 **A** #3 **C** #4 **E** #5 **A** #6 **R** #7 **B**

### WATCH FOR G.A.T. QUIZ PART 3

for the answers to G.A.T. Quiz Part 2.

## BE A GENESIS QUIZ WIZ:

Just fill out this G.A.T. quiz and mail it. All G.A.T. quizzes with 100% correct answers qualify for a drawing to win any 3 Genesis games from Electronic Arts, including these hot soon-to-be-released titles:

- IMMORTAL™** —The diagram combat adventure with full screen combat and so many ways to get food, scratched, beched, changed, spent, cleaved, sliced. It's not when, it's how.
- ROAD RASH™** —A daring, no-holds-barred superbike road racing challenge. Knee-dragging danger. Anything goes—even the rules!
- KING'S BOUNTY™** —The conquest adventure game. Plays like an RPG. Challenges like a strategy game. Lead and battle 25 classic fantasy creatures.

#### Your Answers

#8 \_\_\_\_\_ #9 \_\_\_\_\_ #10 \_\_\_\_\_ #11 \_\_\_\_\_ #12 \_\_\_\_\_ #13 \_\_\_\_\_ #14 \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_ Apt. \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ Age \_\_\_\_\_

Send completed G.A.T. Quiz to:

G.A.T. Quiz, Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404-2437

(Entry must be postmarked by 8/31/91; drawing will be held 12/18/91. Winner will be contacted by mail.)

I would like to be a Genesis game adviser to Electronic Arts. Give me a call sometime.

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**ELECTRONIC ARTS™**

games than the basic shooter. This may also have something to do with our varying cultures.

It is the job of Hudson Soft of America to relate all these requested changes to Japan so Hudson Soft Japan can prepare the game as perfectly as possible for the tastes of the American

consumer to insure an enjoyable game playing experience. Hudson Soft of America does this by supplying test groups with potential game conversions and gathering market research information based on how well the game is received and how difficult it would be to translate for Stateside tastes. Once all these factors are considered, the game conversion is decided on and the designers in Japan make the recommended changes. On the average, the conversion process take approximately 3 months. This time frame fluctuates depending upon the amount of text to be translated.

Another interesting barrier Hudson Soft of America must contend with is the fact that some Japanese words and phrases don't have an English equivalent. If a game contains a number of these odd peculiarities, the game may need a completely new scenario. Often times, a game is given a new scenario regardless of the language barrier only to increase its acceptance with the American market. As you might relate to the pictures and brief game explanations you've seen in EGM's International Outlook section, by the time the game is translated for the U.S. market, game screens and scenarios may vary quite a bit. Unless the game is a simple shooter, its most likely to have different game screens and themes than its Japanese original.

As for Hudson Soft of America, they realize they're in a noticeable posi-

tion. Serious gamers know that their company develops games for the PC Engine, yet the American branch only considers supporting Nintendo game development. Hudson Soft of Japan realizes that to have their American counterparts compete in the same competitive market might confuse American gamers as well as cause some hard feelings

with NEC, who are hard at work pushing their TurboGrafx system.



Because of this, Hudson Soft of America only support Nintendo 8-bit and Super NES games at this time.

Hudson of America assures EGM that their top selling titles on the Nintendo 8-bit system has unquestionably been their Adventure Island series. Other highly successful Hudson Soft NES games include Bomberman, Starship Hec tor and Xexyz. For the NEC Turbo Grafx-16, Hudson Soft of Japan has developed such memorable games as Keith Courage, Victory Run, Legendary Axe, Dungeon Explorer, Alien Crush, Blazing Lazers, Military Madness,

Crater Maze, and of course, the incredible arcade conversion of R-Type.

With Nintendo's introduction of the next generation video game system, the Super NES, Hudson Soft are preparing their wares for it. Two titles which promise to take clear advantage of the fantastic hardware capabilities of the Super NES are Bill Laimbeer's Combat Basketball and Super Adventure Island. Bill Laimbeer's Combat Basketball was co-designed with the help of the Detroit Piston basketball star. Bill Laimbeer is known for his overly aggressive Basketball style and Hudson Soft wanted to capture the game the way Bill dreams that Basketball could be played. Some unique surprises and creative gameplay which are trademarks of Hudson Soft games are promised in this upcoming sport title. As for Super Adventure Island, the only similarities between the old 8-bit NES games and this new Super NES title will be the characters. Everything else is promised to be completely new. If you've seen Super Mario 3 on the NES versus the Super Mario Brothers game on the Super NES, you'll have some idea of what to expect from the improved sound and graphic capacities Hudson Soft's Super Adventure Island game will offer!

There's a lot of speculation as to what Hudson Soft plans to do next.



In the near future, Hudson Soft of America intends to fully support the Super NES as strongly as they supported the 8-bit system. With plenty of great looking titles in the works that we can't talk about just yet, it sure looks like Hudson Soft intends on living up to their promises; they always have in the past!





# TAKING CONTROL

## ELECTRONIC GAMING MONTHLY'S GUIDE TO THE HOTTEST GAME CONTROLLERS!!!

*FROM ACCLAIM...*

### **Power Player**

System: NES

Features: Wireless remote control up to 30 feet away, automatic shut off to prevent battery drain, lightweight design.

### **Double Player**

System: NES

Features: Similar to the Power Player, except that this features two controllers instead of one, as well as rapid fire options on the A & B buttons and a slow motion feature.

**Double Player**



*FROM ACEMORE INTERNATIONAL...*

### **Freedom Stick / Freedom Stick 16**

Systems: NES / Genesis, TurboGrafx-16

Features: Wireless remote control with up to a 50 ft. range, microswitches for automatic rapid fire, large base surface area for stable play.

### **Supersonic - The Joystick**

System: NES

Features: Wireless remote control with an 18 ft. range, unique triangular base design for right or left hand preference.

### **A-Storm Ni-5 Jetfighter / SG Fighter**

Systems: NES / Genesis

Features: Sleek flight stick design, 6 microswitches for total control, pilot grip, futuristic base design.

### **A-Storm Ni-Pro**

System: NES

Features: Autofire with speed select, microswitches, multiple fire buttons, suction cup base for high stability, LED indicators, unique design.

**Freedom Stick 16**



**A-Storm Ni-Pro**



*FROM BANDAI...*

### **Super Controller**

System: NES

Features: Attaches to the standard Nintendo controller to convert the pad into a small joystick. The most inexpensive joystick controller around!



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## NEW! SEGA GENESIS PROFESSIONAL CONTROL PAD

Slow motion and rapid fire. Individual turbo switches for each button. Blow away your competition. Get HAPP and be HAPP-y.

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EVERY PENNY."  
GAMEPRO DEC. 1990**

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*FROM BEESHU...*

## **Gizmo**

Systems: NES, Genesis, TurboGrafx

Features: 8 directional "quiet" control, 3 independent "Dial-A-Speeds" that allow up to 30 autofire shots per second, "Life Saving Slow Motion" to slow down game speeds, Turbo LED indicators, headphones with built-in volume control and Simulated Stereo Sound.

## **Ultimate Joystick**

System: NES

Features: Wireless remote control, right or left hand preference base design, LED indicators, auto fire and slow motion control switches.

## **Zinger**

Systems: NES, Genesis, TurboGrafx

Features: Microswitches, steel shaft, suction cup base for playing stability, auto-fire switch, oversized trigger buttons, inexpensive price point.

## **Zoomer**

Systems: NES, Genesis, TurboGrafx

Features: Same features as the Gizmo stick with advanced flight controller allowing left and right movements as well as up and down tilting.

**Ultimate Joystick**



**Zingers**



*FROM BONDWELL - THE QUICKSHOT LINE...*

## **Maverick**

Systems: NES, Genesis, TurboGrafx-16

Features: 8-directional, arcade-type base, 2-player select switch, comfortable, ergonomic design.

## **Intruder 2 / 3**

Systems: NES / Genesis

Features: One hand, aircraft-type control, dual fire buttons, two-speed turbo fire, high tech contours, easy to grip handle, suction cup base.

## **SuperCon**

System: Super NES

Features: Kidney-shaped thumb control pad, matte-finished black with red, yellow, blue and green control buttons, four fire buttons, two-speed firing capability, two-directional control, slow motion selector.

(Exclusive Preliminary Shown - Available in late Fall of 1991!)

**Maverick**



**SuperCon**



*FROM ADVANCED GRAVIS...*

## **Gravis NES Joystick**

System: NES

Features: Full-sized padded handle, adjustable handle tension, multiple switch points, microswitch buttons, turbo-fire on any button, slow-motion on any button, see-thru high tech design, button indicator LED's.

**Gravis NES Joystick**



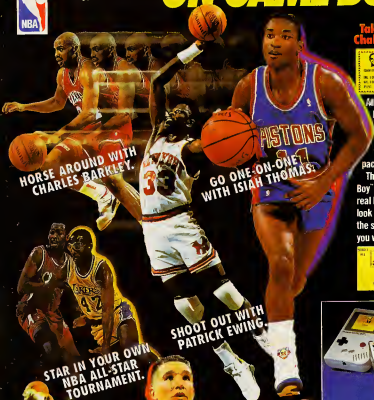
*FROM HAPP CONTROLS...*

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Systems: NES, Genesis

Features: Multi-functional turbo fire, slow motion selector, 8 way Superswitch, LED button indicators, 1 year unprecedented unconditional warranty, "only Nintendo joy pad with Automatic Fire". The Genesis version features "the only Genesis control pad with slow motion".

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### Competition Pro Joystick

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Systems: NES, Genesis, TurboGrafx-16, Sega Master System  
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Systems: NES, Genesis, TurboGrafx-16, Sega Master System  
Features: Basic arcade quality joystick with standard fire buttons on the base.



### Super 3-Way Joystick

Systems: NES, Genesis, TurboGrafx-16, Sega Master System  
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Systems: NES, Genesis,  
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Soldier: "Caesar, you order it through a message!"



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CIRCLE #175 ON READER SERVICE CARD

# LJN BRINGS THE TERMINATOR TO THE NINTENDO

By Mike Riley

Where do video games come from? More importantly, where do creative ideas for video games come from? Some of them come from the movies. And one of the biggest video game companies has taken this idea of using movies as a basis for their games and have released a number of popular NES game titles based on blockbuster motion pictures. Beethoven, Bill & Ted's Excellent Adventure, Back to the Future and Total Recall are just some of the games that Acclaim/LJN have converted into Nintendo games from those movie counterparts. Acclaim/LJN are now busy at work with another movie to game conversion with possibly one of the most expensive, action packed pictures to come from Hollywood: Terminator 2!

## I'll Be Back...

Terminator 2 continues the story of a desolate future where machines rule the earth and hunt down any human who gets in their way. As explained in the first Terminator movie, a savior named John Connor has the power to destroy the rule of machines and set the enslaved, continually massacred human race free. However, the machines are aware of this possibility and have developed a time machine to send a robot, known as a Terminator, back in time to eliminate John's mother, Sarah Connor, before she can even give birth to this savior. The first movie was an action packed, gun blasting pyro-technically filled picture with Arnold Schwarzenegger playing the part of the ruthless, unemotional robot relentlessly tracking Sarah Connor.

The movie ends with the Terminator biting the dust and Sarah Connor being victorious.

Several years have passed since then and the Terminator has

become a cult movie favorite, especially popular within the video rental market. James Cameron, the writer/director of the first picture,

recognized this unending interest in his movie along with Carolco, the company producing the Terminator sequel, and are bringing anxious Terminator fans an exciting continuation of the story filled with great plot, non-stop action and wild and very costly special effects. In fact, the film is reportedly going to be one of the most expensive movies ever made, with total costs exceeding the \$110 million mark!

As for the actual story, we don't want to spoil it for you. What we can say is that Terminator 2 continues the man hunt for John Connors. In this movie, John is a young boy who is yet unaware of where his destiny lies. This time, two Terminators have been sent

back to find him. One of them is there to protect, the other is there to destroy. As with the first, heart pounding high-tension action scenes are present throughout Terminator 2,

along with the idea of playing with time travel, mans driving spirit to survive and finally defeat over the machines which he helped create.



## Terminator 2: The Video Game

According to Paul Samulski, Vice President of Creative Product Development and Licensing at Acclaim/LJN, "We have two major criteria that must be met before we accept a movie license for game con-



version, those being the gameplay possibilities offered by the story and the license value and visibility of title. Since the first Terminator movie is



such a classic, we knew the license value was there. And after reading the script, our design team was overflowing with ideas for a videogame." Having met those two important needs, Acclaim/LJN acquired the rights from Carolco to produce a videogame based on Terminator 2 and went straight to work. "The first item we had to consider of the movie to videogame treatment was which scenes should be in the game and which scenes had to be dropped. We decided that a Nintendo gamer would find more play value in the action and driving sequences in the movie as opposed to the scenes containing heavy dialog, so we began designing a large portion of the game around those two aspects." Paul continued to point out that it was important for Acclaim/LJN to be careful not to upset the flow of the picture. "We want the player to enjoy the game as much as they enjoyed the movie, as if they were the movie characters themselves. It was important to prevent fragmentation of the storyline so that the game follows the movie as closely as possible. Because of this, the ending in the videogame is the same as the ending of the movie (if you can get there), and we think game players will be completely satisfied with the way we've integrated that aspect into our Terminator 2 game."

Acclaim/LJN is quick to point out



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## TERMINATOR 2 THE 3D BATTLE DAY

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that there will be a few surprises in the game as well. In fact, the GameBoy version of the Terminator 2 will be based on one portion of the

*Converting an action packed movie like the Terminator 2 into a successful videogame title is no easy task - just ask the people at Acclaim/LJN!*



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movie that goes on a tangent from that idea. Paul explained that it was important not to simply repeat what already exists on the NES version. "We feel that GameBoy owners are also NES owners and rather than give them the exact same game that they own for their NES, we are creating a whole new Terminator 2 game for GameBoy players."



## Movie Treatment Considerations

After determining which scenes would be ideal for entertaining game play, Acclaim/LJN then had to decide which portions of their ideas could be successfully translated into the 8-bit

**N E S**  
brain. Paul explains, "With all of our game ideas, we start off big and then shrink it down.



This gives us a healthy approach to keeping the game as full as possible while giving our programming staff a real challenge to include all of our ideas. Of course, we have a limited number of sprites and colors on the NES so we have to make decisions regarding styles of action and color palettes to work with. To this end, Acclaim/LJN assures EGM that they will maximize the potential of the 8-bit system, which they feel still has quite a lot to offer players. Also, the NES 8-bit hardware is effective at horizontal scrolling and first person perspectives and luckily, those are the requirements we intended the

Terminator 2 game to encompass."

Another difficult decision for any NES game producer to make is who

they intend their target audience to be. If the game is designed with younger players in mind, it would be a cake walk for more

experienced joystick jockeys. And if the game were made for the seasoned gamer, the younger crowd would not enjoy the frustration associ-

ated with intense high level game play. One solution to this problem is to include a number of subtleties which may not be noticed by less experienced players but will be appreciated by advanced gamers. Parallax scrolling effects, additional bits of animation, layered backgrounds and the like are all design tricks incorporated especially for the older NES

players.

Still, as 16-bit videogame systems like the Genesis and Super NES gain popularity and acceptance among both videogame companies and videogame players alike, simple graphics and gameplay will not be sought after. Realizing this, Acclaim/LJN intend to support the new Super NES as strongly as they have the Nintendo 8-

bit system, and though it is too early to confirm, Paul says they are considering the Terminator 2 game as one of Acclaim/LJN's early Super NES releases.

## A Window In Time...

With the release of the Terminator 2 in mid-July, Acclaim/LJN hope to capture the fans attention with their game release following shortly after the movie. Acclaim/LJN feel that unlike other movie licenses, the Terminator will, unlike other movie tie-ins, remain fresh in people's minds long after they've seen the movie. Depending on the success of the film and the videogame, Acclaim/LJN may even bring the game to the home computer gaming market! If this were done, Paul assures EGM that the game ideas that were not possible



with the 8-bit system would be fully realized on the home computer.

Speaking of computer versions, Bethesda Software have already converted the original Terminator movie into a computer game. Read our sister publication, Computer Game Review, for a look at the exclusive photos we've obtained from that game!

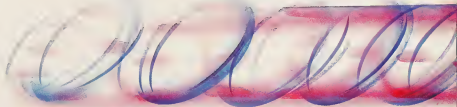
The design team at Acclaim/LJN



responsible for the Terminator 2 video game are working round the clock to finish the game in time for an early

August release. From what we've seen so far, it looks like Acclaim/LJN may have a winner on their hands!

**GET  
READY  
FOR THE  
SONIC  
BOOM.**





## IT'S STARTED. SONIC THE HEDGEHOG

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Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. Lots of speed. And he's not



**IS OUT. AND NO ONE CAN STOP HIM.**

afraid to use it. Just try to keep up as he gives the bad guys the run-around with his infamous ultra-sonic spin attack. There's never been anything like it.

So don't blink or you just might miss Sonic The Hedgehog. He's fresh, he's on Genesis, and he's here. Well uh, at least he was here.

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## FACT-FILE

Manufacturer: Techno  
Machine: NES  
Cartridge Size: 2 Meg  
Special Chip: MMC3  
Number of Levels: 7  
Theme: Action  
Difficulty: Hard  
Number of Players: 1  
Available: July

## THE THIRD TIME'S A CHARM!!

Finally, the third chapter of the Ninja Gaiden saga is here! Undoubtedly one of the most popular series to appear on the NES, Ninja Gaiden just gets better every time! In this story, Irene is apparently killed by a ninja going by the name Ryu! The real Ryu must set out to find this renegade ninja and discover his plan. Along the way, he must search laboratories, castles and passageways! Ryu has some new tricks up his sleeve, however. Now Ryu can grab some platforms from below and he can also gain a longer sword. He has a new magic which shoots waves of force vertically, up and down. He'll need all the power he can muster for this journey!!



**EGM EXCLUSIVE!!**



At last! Ryu has reached the lab that Irene was investigating! Once there, he is attacked by a new group of enemies and finds a new array of powerups.



After checking out the strange lab, Ryu meets a shady character who needs him to go to the Castle Rock. The reason why eludes Ryu, and the man won't explain. All will be clear in Level Two!



## LEVEL ONE

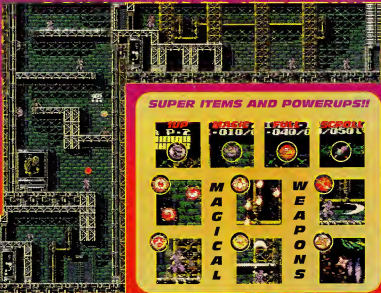




Guess what? Forrester makes his usual grand entrance! He has a dangerous mission for Ryu that involves the mysterious Castle Rock, known for its various traps and pitfalls. On to Level Three!!



The mystery deepens with the appearance of a ninja dressed like Ryu! Can you help Ryu discover the truth?? On to Level Four!!



### SUPER ITEMS AND POWERUPS!!



MAGIC

WEAPONS

## FACT-FILE

Manufacturer: Arcadia  
Machine: NES  
Cartridge Size: 2 Meg  
Special Chip: MMC3  
Number of Levels: NA  
Theme: Action/Adventure  
Difficulty: Average  
Number of Players: 1  
Available: July



## with AN ARROW...

History was made. Based on the movie starring Kevin Costner as Robin Hood, *Robin Hood: Prince of Thieves* is a very interactive adventure game for the Nintendo Entertainment System. The outlying story is the same: you are trapped in a Turkish prison, but you escape, only to find out that the evil Sheriff has taken control of the countryside during the King's absence in the Crusades. Your true love, Marian, is only too happy to see you, but the Sheriff is not. His men are ordered to kill you on sight. The game itself begins in the Turkish prison, but it moves to the forest after a series of close up- and distant-view fights. Gain experience by laying waste to the land and stealing from the rich. The final battle will decide your fate!



## ESCAPE THE PRISON!!



Get the sword and free yourself.



Free your friends and they'll give you info.



Fight major battles one on one here!



Almost free, but you need a torch.



Find the torch by the guard's still body.



Here's the hidden passage. Good Luck!



This sub-menu is for using items, caring for your wounds, and changing the lead character.



The guards here explode after 3 hits.



Find potions and food down here.



Escape, and visit your old stomping grounds.



Horse chase! Jump over obstacles.



Visit Marian, and fight Little John for honor.





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Rules: All entries must be postmarked by June 30, 1991 to be eligible for the second drawing. All entries received after June 30, 1991 will automatically be registered for the third drawing. All previously accepted entries are eliminated after each drawing is completed. The decision of the judges in the selection of the winners is final. Neither EGM nor the judges will be liable for lost or misdirected mail. No purchase is necessary to enter. Multiple entries are allowed, but only if sent under separate postage to: EGM Great Game Give-Away, 1028 Highland Avenue, Suite 222, Lombard, IL 60148. The specific uses of the Nintendo game paks contained in the Nintendo game packages is up to the judges. Employees and families of Sendal Publications, Inc. are not eligible to enter. Deadline for second drawing is June 30, 1991. Deadline for third drawing is September 30, 1991. Grand Prize Winner is selected at random from the previous 15 winners on October 15, 1991. The title of the arcade game awarded is up to the judges. Void where prohibited. \* \$10,000 value based on MSRP of all products awarded.

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## FACT-FILE

Manufacturer: Koei  
 Machine: Nintendo  
 Cartridge Size: 4 Meg  
 Special Chip: MMC 5  
 Number of Levels: 6  
 Theme: Simulation  
 Difficulty: Hard  
 Number of Players: 1 - 12  
 Available: Aug, 1991



## Ancient Chinese Secret, Huh?

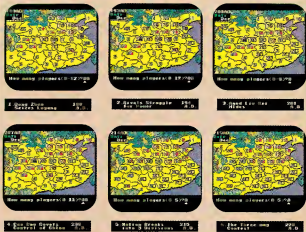
Not anymore, with the release of Koei's new NES title, Romance of the Three Kingdoms 2. Travel back to a simpler time, when the battle for power was fought on hallowed ground, not in the board room.

You can play against the computer or with up to twelve of your friends to see who can unite the fiefdoms of 3rd century China. There are six scenarios to choose from. All six are from the same period, but all are different.

The game has been enhanced with a new Mac style, menu driven play format that makes it very easy to get started. As in the first game, your goal is to unite China under one leader. You build up your kingdom by planting crops to raise money, and recruiting new warriors to battle on your side. You can spy on other kings and make treaties or declare war.

The times may have been simpler, or were they? Find out as you battle for control of 3rd century China.

## THE 6 CHOICES OF BATTLE:



## YOU COULD CHOOSE TO BE ONE OF THESE FIVE LEADERS



Int. Affairs Dipl. Spy Move  
 Person Trade Int. Affairs

View	Army	Money	Food	Warrior
1000	1000	1000	1000	1000
2000	2000	2000	2000	2000
3000	3000	3000	3000	3000
4000	4000	4000	4000	4000
5000	5000	5000	5000	5000
6000	6000	6000	6000	6000
7000	7000	7000	7000	7000
8000	8000	8000	8000	8000
9000	9000	9000	9000	9000
10000	10000	10000	10000	10000

Your options are split into these eight categories.

Menu driven commands, similar to those used on the Macintosh computer, make the game very easy to start and play.

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## FACT-FILE

Manufacturer:Nexoft  
Machine:Nintendo  
Cartridge Size: 2 Meg  
Special Chip: MMC 3  
Number of Levels:N/A  
Theme:RPG  
Difficulty:Average  
Number of Players:1  
Available:July, 1991

# Faria™

THE WIZARD OF PROPHECY

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1990 NEXOFT CORP.  
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## Beware, the Prophecy!

The Kingdom is under a terrible curse and it is up to you to save the people and the Princess. The Evil Wizard Zill kidnapped the princess and you are the only warrior brave enough to save her.

To add insult to injury, A spell was cast upon you that has transformed you into a woman.

Start the quest by visiting the king and getting his blessing. He will give you a pass to get to other parts of the land.

You can defend yourself by conventional means by sword or by powerful magic that has to be refilled. It is up to you to save the princess and the land of Faria.

## CHECK OUT THESE AWESOME GAME SCREENS!!



Visit the King to  
get instructions.



Arm yourself as  
soon as possible.



The magic ball is  
necessary to win.



The pass is necessary  
to get past the guard.



## FACT-FILE

Manufacturer: Capcom  
Machine: NES  
Cartridge Size: 2 Meg  
Special Chip: MMC3  
Number of Levels: 6  
Theme: Action  
Difficulty: Moderate  
Number of Players: 1  
Available: July



## UNDER THE SEA...

Now you can take on the evil Ursula right in your own home! Help Ariel defeat Ursula and her vile voodoo followers. Ursula has placed a spell on the sea creatures and only Ariel can save them. Perhaps if she ends Ursula's threat forever, she may yet find happiness with her true love Prince Eric.

Ariel has a bubble power that can encase enemies in bubbles or push heavy objects from their perch. Her other weapon is the sea shell, which will wipe out most enemies and unlock chests. Ariel will have to traverse six rough areas and beat six bosses to destroy Ursula's reign of terror. Show her the way!



LEVEL 1



LEVEL 2



LEVEL 3



The Red Ball increases your bubble powers.



LEVEL 4



LEVEL 5



LEVEL 6



Dig for hidden treasures and shells to help your quest!





## FACT-FILE

Manufacturer: Sega  
Machine: Genesis  
Cartridge Size: 4 Meg  
Number of Levels: 20  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: August

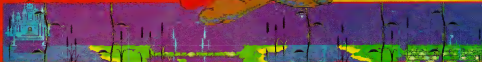
## YEP, HE'S BAAACK!!

The masterminds at Sega and Infogames have brought the magic of classical music and Disney animation to life on the Genesis. Mickey's back in an all new adventure based on the classic Disney film *Fantasia*. This time Mickey must find out who has captured the Apprentice Sorcerer's music. He must recover the lost notes so the music can play once again. The game play is similar to *Castle of Illusion* in that Mickey must jump on most of his enemies to defeat them. Mickey also has magic and few other tricks up his sleeve. Spectacular animation and phenomenal musical score make *Fantasia* a fantastic sequel to *Castle of Illusion*.

# Fantasia

*Fantasia has cute cinemas and wonderful graphics. Fantasia utilizes the color capabilities of the Genesis to the max and never looks back! The animations are highly detailed and smooth.*

*Flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer!...*





**20 AWESOME LEVELS!!**



## FACT-FILE

Manufacturer: Sega  
Machine: Genesis  
Cartridge Size: 4 Meg  
Number of Levels: 8  
Theme: Action  
Difficulty: Average  
Number of Players: 2 sim.  
Available: July

## FEEL THE RAGE...

A new crime boss has taken over the city! Even the police force is corrupt. Save the city from this criminal scum before it's too late! Choose from three different heroes, each with their own specialized moves and abilities! Pick Wolf for power, Blaze for speed, and Hawk for all-around skill. Learn the numerous techniques of each hero, and use the one suited for you! Next, blast through 8 levels of non-stop fighting action as you race to reach the crime boss and end his reign of terror. It may be rough, so bring a friend along for 2-player simultaneous play! Just don't hit each other if you plan to win. Superb 16-bit graphics combined with the musical mastery of Yuzo Koshiro and Team Shinobi make Streets of Rage a raging hit!



FIVE SECS AND OMAC A  
BATTLE BEGINS!  
PLAYERS UNTIL ONE  
DIES. A POWERFUL BOSS  
CRIMINAL ORGANIZATION  
TECH. SINCE FIVE  
FIGHTERS, BATTLE CITY TOWN  
AND CONTROL OF THE  
NATIONSHIP AND LEAD  
THE POLICE FORCE. THE  
CITY AND BURNING A  
COURSE OF FIGHTING  
AND OMAC SINCE AN OUT  
TO SAVE.

THE  
AND THIS TOWN... A  
GROUP OF INTERNATIONAL  
YOUNG POLICE OFFICERS  
AND WANTS TO CLEAN UP  
THE CITY. MORE THAN  
AND MORE. BLAZE, WOLF  
WOLF, FIVE ARE WILLING  
TO BITE ANYTHING...  
CITY TALKER LIVES...  
GETTING...  
STREETS OF RAGE

## HAWK

THE BEST OF BOTH WORLDS



WOLF  
WOLF  
WOLF  
WOLF

HAWK  
HAWK  
HAWK  
HAWK

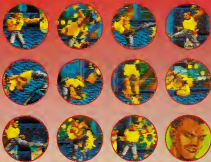
BLAZE  
BLAZE  
BLAZE  
BLAZE



## BLAZE - NOT TOO STRONG, BUT FAST!



## WOLF - POWERFUL, BUT VERY SLOW





## ITEMS

## WEAPONS



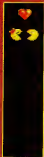
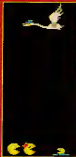
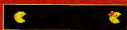
## FACT-FILE

Manufacturer: Tengen  
Machine: Genesis  
Cartridge Size: 2 Meg  
Number of Levels: N / A  
Theme: Maze  
Difficulty: Easy  
Number of Players: 1 or 2  
Available: July 1991

## THE ARCADE CLASSIC!

Ms. Pac-Man was the sequel to one of the most popular games ever, Pac-Man. It has been brought out for almost every system ever made from the Atari 2600 to most personal computers and now the Sega Genesis. This latest version may be the best yet for it is loaded with features that weren't even found in the original coin-op. There is a wide variety of mazes including the arcade version, a mini version, a giant version, and the aptly named strange maze which is truly bizarre. Another unique feature is the two player cooperative mode in which the second player takes the role of Pac-Man. The graphics are identical to its arcade namesake as are the music and sound effects. Add cinema displays and a turbo booster and an old game is filled with new life. Fans as well as newcomers will enjoy this addicting maze game.

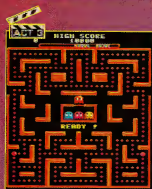
## INTERMISSIONS!



## FRUIT THAT WALKS!



Eat the power pellets to become invincible and eat the ghosts!





## FACT-FILE

Manufacturer: Sega  
Machine: Game Gear  
Cartridge Size: 1 Meg  
Number of Levels: NA  
Theme: Puzzle  
Difficulty: Easy  
Number of Players: 1  
Available: August

### BREAK THE BLOCKS WITH WOODY POP!

Woody Pop is a variation on the classic game Breakout. Woody slides from left to right along the bottom of the screen preventing a ball from falling into a hole, while at the same time knocking bricks out of a formation at the top of the screen. Different blocks have different functions, some for example hold power-ups, while others cannot be destroyed. A fun game for all!

These pests will  
block your shots!



# WOODY POP



**Cannonball** -  
Destroys blocks with  
one shot.



**Fireball** - Burns  
blocks with one shot.



**Size** - Watch Woody  
grow.

### The Blocks

**White** - takes one hit  
to destroy.

**Brown** - takes multi-  
ple hits to destroy.

**Glass** - Holds power-  
ups.

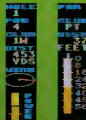
**Special** - Soldiers or  
robots pop out!

## FACT-FILE

Manufacturer: Sega  
Machine: Game Gear  
Cartridge Size: 2 Meg  
Number of Levels: NA  
Theme: Sports  
Difficulty: Average  
Number of Players: 1 to 4  
Available: August

### FORE!

World Class Leader Board is the first golf game for the Sega Game Gear. It features four different courses as well as a driving range and a putting green. A menu on the left side of the screen shows the hole you are currently on, the par for that hole, the club you are using, distance and wind conditions. One to four players can compete in this enjoyable sports simulation.



Use the meters on  
the left of the screen  
to monitor your  
game.

## WORLD CLASS LEADER BOARD™

### FOUR COURSES TO CHOOSE FROM!





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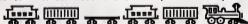
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## FACT-FILE

Manufacturer: Sega  
Machine: Master System  
Cartridge Size: 2 Meg  
Number of Levels: 6  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: August 1991

## SPIDER-MAN THE TERROR- IST???

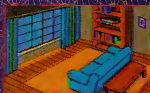
Wilson Fisk, the notorious Kingpin of crime has just broadcast to the world that Spider-Man has planted a bomb in New York which will detonate in twenty-four hours. The explosion would dump tons of radioactive waste on the city and make it uninhabitable. Now the whole of New York is after Spidey as he tries to clear his name and stop the mad schemes of the evil Kingpin. In order to find the bomb Spider-Man must collect the five keys which are being held by some of his most famous adversaries including Doctor Octopus and The Lizard. As Spider-Man uncovers the mystery he is aided by Doctor Strange-The Sorcerer Supreme who gives him an amulet which has the power to return him home so that he may recover his strength, but remember though that the clock is always ticking. Find the bomb and save the city from destruction!



*Framed!*



*Peter Parker-The Spectacular Spider-Man!*



*Dr. Strange gives you an amulet which allows to transport home.*

*Cinema displays help you through the mystery.*



## Amazing Moves!



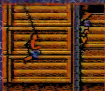
## Classic Adversaries!





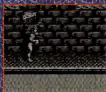
## Level 1: The Daily Bugle

Start your quest at the Daily Bugle building to find out how the city is reacting to the Kingpin's broadcast. Avoid the police and their bullets by using your web line and climbing abilities. Scale the building and climb through the open windows to advance to the next level.



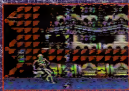
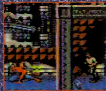
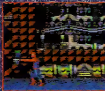
## Level 2: The Warehouse

Look for clues in a dark warehouse patrolled by knife-wielding thugs and killer dogs. After defeating all of the guards a deadly forklift tries to run you down. Defeat the first boss, Doctor Octopus by tangling him in your webs and repeatedly punching him.



## Level 3: The Sewers

Doctor Strange gives you some information that will help you to clear your name. Head to the sewers to confront the Lizard and further solve the mystery. Beware of the Lizard's scaly henchmen and scampering rats. Deadly pits drop you into wells filled with spikes and alligators. Get the key from the Lizard and run!



## Level 4: The Power Station

Electro is hiding out at the power station. Huge bolts of lightning shoot from every direction. Try to find the switches to shut the power off while avoiding the thugs and electrical bats. What secrets does Electro hide?



## FACT-FILE

Manufacturer: NEC  
Machine: TurboGrafx 16  
Cartridge Size: 4 Meg  
Number of Levels: NA  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: July

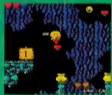


## WHAT ARE YOU LOOKIN' AT, BUTTHEAD??!

That's right, I said 'butthead.' That is exactly what everybody's favorite caveman turns into, a 'butt' head! The programmers at NEC certainly aren't buttheads, however, as Bonk's Revenge pumps out sharper graphics, cleaner sound, and more powerups than its predecessor. Bonk never looked this good!!

In this second installment for the Bonk series, Bonk can swim up waterfalls, breathe fire, float from a flower parachute, and more! Just when you thought it was safe to leave the stoneage, Bonk comes right back to get his revenge!! Follow twisting and turning levels in this multi-scrolling, 4 Meg TurboGrafx-16 extravaganza! Items are everywhere, so hit all of the flowers to find them.

## HERE ARE A FEW AREAS OF LEVEL ONE!!



## FACT-FILE

Manufacturer: NEC  
Machine: Turbogرافx 16  
Cartridge Size: 4 Meg  
Number of Levels: NA  
Theme: Sports  
Difficulty: Average  
Number of Players: 5 sim.  
Available: July

## FACE OFF!!

The Turbogرافx-16 line of sports games is riding once more. This time the word is Hockey. TV Sports Hockey to be exact. Fairly soon, the TV Sports series should be incredibly large, especially with the emergence of Tennis in the future and hockey presently. TV Sports Hockey features incredible graphics and remarkable game depth, complete with three different game types and easy or full rule modes. Hockey also features the option of 5-player simultaneous play, typical for the TV Sports game genre. With this option, TV Sports Hockey invites the whole family to join in the fun! Also, take a quick look at the large, crisp, animated closeup sequences. These cinemas are animated with expert precision to create a more realistic affect. So, if you're in the mood to win the Stanley Cup, sitting down to a game of TV Sports Hockey should fit the bill!



SLAP SHOT!!



*Select your teams and prepare yourself for a hockey simulation like you've never played before! Choose from 8 teams!*



*Ugh! After winning the last two matches in the playoffs, you are ready to face the best team yet for the World Championship!*



*Hey! It's Smiley giving the commentary and watching the calls. He'll congratulate you when you win.*



*Face off!! Time to get up the nitty gritty. Start swinging the instant the puck touches the ice floor. Be fast!!*



*The action is underway! Now for some furious bone crunching, checking, elbowing, and true-to-life gameplay.*



*One-on-one! You've managed to slip through the opposing team's defense, and now you're all alone with the goalie.*



*After a slick move to the right, you've caught him off balance! Go for the shot before he regains his wits.*



*Fight! Fight! The rest of the team won't break up this dueling duo. Neither will the refs, so punch it out, or sit it out!*



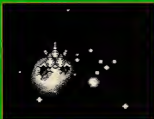
*Nice block. Try some weaving and ducking patterns until you learn his standard attacks. Then you'll return to the ice.*

## FACT-FILE

Manufacturer: Imagesoft  
Machine: GameBoy  
Cartridge Size: 512k  
Number of Levels: NA  
Theme: Maze Chase  
Difficulty: Average  
Number of Players: 1  
Available: July

## IS THIS SPACE TAKEN?

Apparently so. Far into the future, Humphrey, a brave astronaut, witnessed a humongous spaceship capture an Earthling. He immediately set out to rescue the captive and save the Earth. To achieve his goal, he must first explore the alien ship, through every nook and cranny, until he finds the items necessary for his quest. To do this this guide, Humphrey in a 3D perspective, picking up and place objects, and avoiding deadly killer robots guarding the ship. Certain rooms will require some brainwork to solve, making *Altered Space* a brainteaser as well as an exciting action game for the Gameboy. Don't be too wary, however. Some of the droids are harmless and will actually help you complete your mission. The alien Zaks are always evil, of course. Unfortunately for them, they hadn't counted on your superior intellect and abilities. Good Luck!!



**HUMPHREY**  
He's the bravest astronaut in the outer space.



**ZAKS**  
These are the extremely ugly alien captors.



**DROID TYPE 1**  
This is the ship's maintenance droid.



**DROID TYPE 5**  
This is the ship's last security droid dog.



**GARFFS**  
This alien likes to land on your head and fall asleep!



*Jump on the droid's head!*



*How can you retrieve the tom between the mirrors?*



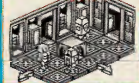
*Weave between the spikes!*



*The GARFF fell asleep, but you can't jump now.*



*Avoid touching these robots!*



## FACT-FILE

Manufacturer: Jaleco  
Machine: Gameboy  
Cartridge Size: 512k  
Number of Levels: NA  
Theme: Maze Chase  
Difficulty: Average  
Number of Players: 1  
Available: July



## TAKE A STAND

Alien forces have created several fortified installations on Earth. You and your partner have been chosen to infiltrate the fortresses and destroy the alien armada from within. Each level is basically a maze of traps, enemy ambushes, and items. Find

the key on each level so you can take on the boss of the level. Fortified Zone also features multiple weapons, power ups, and a password option to save your game.



Use this submenu to change between heroes, view the overhead map, and see which items you have collected. If a hero is killed, you must change over to the other hero here.



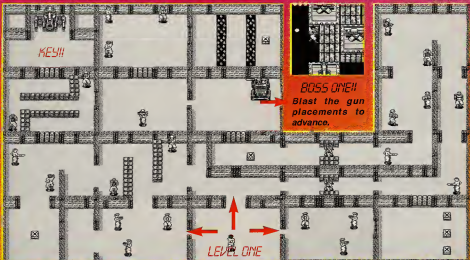
3 Way Shots are powerful against smaller weak enemies.



Grenades will wipe out the roughest and toughest bosses in town!



The Speed Up item makes you run faster. Avoid them bullets!



U.S. NATIONAL VIDEO GAME TEAM'S

# SUPER PLAY BATMAN™

SUPER  
STRATEGIES  
FOR  
WINNING  
BIG



## DANCE WITH DEVIL BY THE PALE MOONLIGHT

Welcome to the conclusion of the exciting Batman for the Sega Genesis. We're back with more maps and more tips straight from the U.S. National Video Game Team. You'll be at the top of Gotham Cathedral fighting the Joker in time. In the last issue of EGM we took you through the first four levels of the game and helped you rescue Vicki Vale. The Joker is gearing up for a

big festival in Gotham City. But he's up to no good, and is going to poison the citizens. Get in your Batwing and spare the lives of millions of innocent people. Then fight your way through Gotham Cathedral to the climactic battle with the maniacal Joker. With EGM and the U.S. National Video Game Team you'll bring peace back to the streets of Gotham City.

## FACT-FILE

Manufacturer: Sunsoft  
Machine: Genesis  
Cartridge Size: 4 Meg  
Number of Levels: 7  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: Now

## SPECIAL TRICK!!!



Walk off to the left and fall in a straight path to get all three 1-UPS!

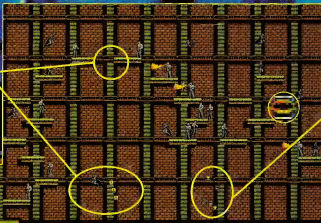


You can max out your lives to 9 at this point in the game.



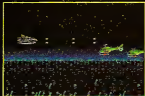
Make sure you get at least two 1-UPS on the way down.

## LEVEL 5: GOTHAM CITY STREET





## LEVEL 6: IN THE SKY OVER GOTHAM CITY



Take to the sky in the ultimate jet plane. Equipped with the most advanced machine gun and heat seeking missile technology money can buy, this is Batman's most powerful weapon against. Take on an armada of the Joker's minions in a fierce fire fight in the night sky over Gotham City.



The patterns of the enemy copters are easy to figure out. The best strategy is to keep moving up and down on the screen. The boss isn't that tough, if you have 5 or 6 missiles you can blast him out of the sky rather easily. Nail him with constant machine guns and heat seeking missiles.

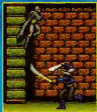


### BOSS 6!!!

## BATMAN™



There are a number of power ups here, but they don't do you any good. If you jump down to get them you will die and lose them anyway. Forget about them.



You'll meet this annoying fellow in a dark alley. He's not the nicest person to encounter in this place. There are a couple ways to defeat him. The easiest way is to use Batarang's and hit him from behind. If you don't have any Batarangs than it's best to jump and meet him in the air with a punch. Be careful though because sometimes he'll rush at you swinging his blades.



Grab the Heart Icon!



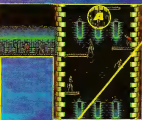
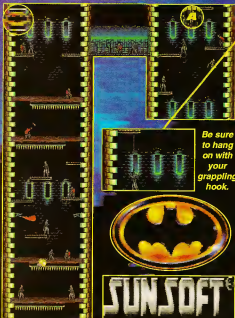
## LEVEL 7-1: GOTHAM CATHEDRAL



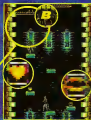
Batman must fight all the end bosses again.



## LEVEL 7-2: GOTHAM CATHEDRAL



Be sure to hang on with your grappling hook.



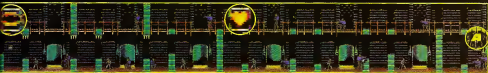
### GET THE 1-UP!



Jump off the ledge to get this 1-UP.

Flip over this bomb to get by without a scratch.





## LEVEL 7-3: THE FINAL CONFRONTATION



The Joker will attack you in two different ways. The first is with his huge gun, the second is with deadly blue flames.



The Joker's attack is very aggressive and if you waste any time you're in big trouble. If you have at least 10 Batarangs, you should be able to defeat him rather easily. If you happen to run out of Batarangs, the best way to beat him is by jumping on top of him. These jumps must be timed right or you'll get hurt too. Good Luck!



If you run out try jumping on him from above to finish him off.

It is easiest to stay in one place and shoot him with Batarangs.



**THE JOKER!!!**

**EVER DANCE WITH THE DEVIL BY THE PALE MOONLIGHT?**



**CAN YOU BEAT THE JOKER AND BRING AN END TO THE CHAOS IN GOTHAM CITY?**



U.S. NATIONAL VIDEO GAME TEAM'S  
**SUPER PLAY**

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**FACT-FILE**

Manufacturer: HAL  
Machine: NES  
Cartridge Size: 2 Meg  
Number of Levels: 6  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: Now

**THE BATTLE FROM WITHIN**

A deadly mutating virus has invaded the earth's defensive system computer. All anti-virus programs have failed to remove this destructive plague. A lone volunteer has the courage to go into the computer via an experimental and yet untested Image Transfer System. You have been sent in to destroy the virus on its on ground. Quantum Fighter is one of the best NES carts out in the market. The game play is filled with unique play mechanics and will challenge the best of players. The U.S. National Video Game Team is going to take you through this incredible cart from beginning to end. With maps, special tips, and strategies straight from the pros, you'll be winning big in no time. We'll take you through the first two levels this issue and help you finish the game next issue.



*Quantum Fighter has a large variety of moves. You must master them in order to get through.*



*The easiest way to thrash this boss is to wack him repeatedly with your mane of fury.*



You can do a powerful kick when you are hanging on a platform.



Kabuki is very acrobatic and is capable of climbing almost anywhere.



This Boss splits into two if you do not kill him fast enough. His clone can't be hurt, but if you thrash him and wound him early in the battle, then you should have no problems. Don't forget that you can exchange chips for more health.



Watch out for the spikes that come from these platforms.



Jump over the spark that come from this hidden trap.



Jump down the right side of the wall and land on this ledge.



Jump to left and grab the 1-up.





NINJA GEAR



RAYMAN



WOLFENSTEIN



WOLFENSTEIN



WOLFENSTEIN



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GET READY FOR A DIE HARD



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| Wasteland (MS)           | Apr    | Sword Warriors  | Aug    |
| No Gl'n                  | Apr    | Yester Trail    | July   |
| Baron's Blathers         | May    | Y.L.S.          | Aug    |
| Boxin' (Amaze) (BM)      | May    | Yell!           | Aug    |
| Marvelous (BM)           | June   | Orlando         | June   |
| Street Smart             | May    | Morale World II | T.B.A. |
| Top Gun (BM)             | June   | Galaxy Hawk II  | T.B.A. |
| Iron Mulisha             | T.B.A. | Powerball       | T.B.A. |
| Reason (BM)              | July   | Brain Menace    | T.B.A. |
| Alpha Omega (BM)         | July   | Sultra Cyber    | T.B.A. |
| Valk-Fantasy Soldier     | July   | Danko           | T.B.A. |
| Alien Storm              | July   |                 |        |
| Arms Delivery (BM)       | June   |                 |        |
| Hot Line                 | June   |                 |        |
| Overrun (BM)             | T.B.A. |                 |        |
| Super Double Dragon II   | T.B.A. |                 |        |
| Warrior (BM)             | June   |                 |        |
| SpaceStrike Gamma        | T.B.A. |                 |        |
| Bringin' in The Darkness | T.B.A. |                 |        |
| Sonic the Hedgehog       | July   |                 |        |
| Sam Krueger              | T.B.A. |                 |        |
| Never Master             | June   |                 |        |



- NEO-GEO**  
6 New Titles on July list in Japan!  
Whoo! It's about time!
- |                 |            |
|-----------------|------------|
| Blaze Journey   | Sanjuro    |
| Crucif Blast    | Sumo Fight |
| Alpha Mission 2 | Rock-Judo  |
| King of Monstus |            |



- SEGA GENESIS**
- GENESIS**  
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Mecha  
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Ransom & Post  
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Mighty Resistance  
Dark Knight  
Juni Wizzard Football  
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# TOP SCORE CLUB

## VIDEO GAME HIGH SCORES Effective MAY, 1991

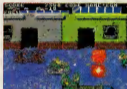
### Game of the Month High Scores!!

This Month's Game...

### BLOODY WOLF

#### 1. Sean Moline 2,658,000

- |    |                 |           |
|----|-----------------|-----------|
| 2. | Kon Shulin      | 2,348,300 |
| 3. | Conrad Cheslock | 2,194,300 |
| 4. | Rogeno Mahor    | 1,000,000 |
| 5. | Jose Ramonos    | 999,800   |



Send Scores For...  
**R-Type (TurboGrafx)**  
All entries by Aug. 15

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Now you can show off your game playing skills with your very own U.S. National Video Game Team jacket and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

**NINTENDO**

Game	Score	Player
Axelos	655,358	Kelly McKenzie
After Burner	14,335,870	Jeff Yonan
Bad Dudes	999,999	Stephen Krognan
Batman	6,932,000	Jeff Anaszczyk
Burai Fighter	13,342,420	Kelly McKenzie
Centra	6,002,000	Joak Wistie
Double Dragon	245,420	Jeff Berens
Double Dragon 2	661,688	Jason Turke
Godzilla	11,111,310	David Wright
Guerrilla War	219,400	Golan Zuczyndi
Konami	304,000	Ralph Vardine
Martin Madness	147,153	Jason Turke
Mega Man	4,566,568	Jeff Ackers
Metal Gear 2	Flashed	Sergio Struger
Paperboy	191,300	Glen Stockwell
P.O. W.	371,590	David Wright
Red Racer	62,000	David Wright
Rampage	42,999,563	Stephen Krognan
Road Warriors	999,999	Ralph Barbagallo
Rolling Thunder	179,393	Eduardo Chantreanu
Sky Shark	1,243,570	Jeff Yonan
Star Soldier	6,000,000	Kelly McKenzie
Super C	9,999,990	David Wright
Super Mario Bros. 3	9,999,999	Sergio Struger
Tarix	739,437	Rayon Cannon
TMTN	9,999,990	Chris Nygard
Wrecked	228,800	Jay Kessler

**GENESIS TURBO SEGA**

Game	Score	Player
After Burner	13,972,800	Christopher Stess
After Burner	234,400	Alex Stavros
Double Dragon	627,900	Todd Feller
Moonwalker	21,000	Vince Terriot
Out Run	55,026,340	Don Lee
Rampage	795,480	Gerald Steinhay
Rescue	31,139,300	Christopher Stess
R-Type	1,125,600	Brian Gidewell
Shinobi	1,182,750	Todd Bayliss
Space Harrier	26,257,970	Don Lee
Thunder Blade	3,914,000	Bob McGinnis
Time Soldiers	7,437,790	Rob Sclafano

Game	Score	Player
Alien Crush	999,999,990	Barry Bonanos
Blazing Lead	99,999,999	Dale Scordino
Bloody Wolf	2,348,000	Kon Shulin
Burn's Adventure	999,999	Chris Nygard
Cyber Core	999,999	Jon Hinkle
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	38,285,100	Brandon Fish
Fighting Street	547,666	Sergio Struger
J.J. & Jeff	10,375,650	Chris Cozzani
Monster Lair	309,800	Tedrick Hetherington
Side Arms	6,286,400	Jon Hinkle
Victory Run	15 min. 00.13 sec	Stephen Shelton

Game	Score	Player
1945	3,847,360	Brian Chappel
After Burner	68,588,000	November Kelly
Arkansas	1,165,190	Stephen Krognan
APB	1,992,324	Greg Gibson
Diver (FBI)	69,220,000	Steve Flynn
Double Dragon	100,300	Brian Chappel
Hard Drive	329,800	Jenny Leanders
Kintz	3,396,999	Leang Su Chin
Out Run	49,658,979	Don Lee
Robocop	2,240,800	Stephen Krognan
Smash TV	12,624,000 (Play)	Greg Gibson
Super Contra	10,645,511	Martin Alkass

Game	Score	Player
After Burner 2	20,017,340	Tony Deasley
After Burner	4,682,000	Lee Vertocher
Air Over	70,023,000	Steve Swartz
Columns	99,999,999	Kirk DeBorich
Cyber	11,686,100	Jeff Jones
Forgotten Worlds	1,894,100	Tony Deasley
Ghosts'n Goblins	18,302,000	Kurt Scheel
Ghosts'n Goblins	1,703,100	Steve Swartz
Revving of Thunder	12,037,000	Steve Swartz
Turpin Earth	78,172,540	Randy Lewis
Thunderforce 2	6,778,360	Todd Bayliss
Trustar	3,331,990	Tony Deasley

Rules - All scores on must be received by Aug. 15, 1991. If maximum scores are reached, a random drawing from the high scores will be conducted to determine the prize winners. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One prize per household per year. Score rollovers will be treated to same as maximum scores. For the Up-to-the-Minute high scores call 1-708-916-3147.



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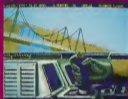
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